



NEW! Inside: all the latest on Sega's 128-bit wonder console for 1999!



Total Games Guide to

Dreamcast

HE'S BACK!

SONIC ADVENTURE



There's life in the old hog yet!



SEGA RALLY 2

Arcade perfect and
internet playable!

PREVIEWED...

Power Stone, Shenmue, Resident Evil:
Code Veronica, Soul Calibur, M-SR,
Trickstyle, Toy Commander, UEFA
Striker, Blue Stinger, The House of the
Dead 2, Soul Fighter... and more!

30
New Dreamcast
games for
1999!



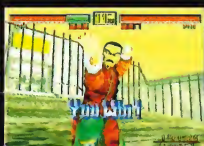
SUMMER 1999 £2.95

128-BIT GAMING!

VIRTUA FIGHTER 3th

The world's greatest beat-'em-up is back!

GO TO PAGE 18!





The future was a dream...

...now it is real...

...welcome to your dreams...

Total Games Guide

Dreamcast



now dream...

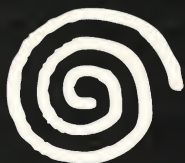
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Welcome to the first magazine in the Western world to offer you 100% news, views and previews of Sega's amazing new console – Dreamcast. TOTAL GAMES GUIDE TO DREAMCAST is here to show you the way – to guide you through the maze of software decisions, hardware purchases, on-line gaming forums and email bulletin boards that are going to become commonplace for all Dreamcast owners. Sega will deliver the hardware on 23 September, now the rest is down to you! What amazing hardware it is too – 128-bit, state-of-the-art, Internet ready and compatible with Sega's cutting edge arcade machines. All this for under £200!

In putting the TOTAL GAMES GUIDE TO DREAMCAST together I've been impressed by the level of support the Dreamcast is receiving from third party developers. Namco, Capcom, Acclaim, Midway, Ubi Soft, Infogrames – they've all got games planned for release on Dreamcast and they're some of the most amazing looking games you will have ever seen. PlayStation games look decidedly rough around the edges when compared to the latest Dreamcast software. A super hi-resolution display and enough raw processing power to run NASA ensure that Dreamcast games will blow your mind!

In this magazine you'll find previews of the top Dreamcast games coming up between launch and Christmas, plus features on the hardware, Internet capabilities and superb titles in the arcades that will make a Dreamcast debut next year. The future is exciting. The future will soon be here...

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Roberts



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>brought you by the makers of Play magazine

cont

>a preview of what's to come on Dreamcast

LAUNCHING IN THE UK ON 23 SEPTEMBER

99>



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The Hardware

How much power is Dreamcast packing under its cool exterior? We take the console apart, lose the screws then ask Rage Software to explain what's what – and put it back together!



newscast.

PAGE 06

News, views, gossip and hard facts!

Find out all the latest from around the world of Dreamcast. We have the hot gossip from Sega on the launch of the world's most powerful console, the games and the football sponsorship deals!

Hot-off-the-press Dreamcast rumours, gossip, analysis and more

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Internet Dreaming

Find out what the Dreamcast can offer net surfers and fans of multi-player gaming!



At a glance hot games

red hot

The games we just can't wait to get our hands on are all here! Just check out the anticipation rating to see just how hot each game is!



Parents



The Games

Future Attractions

>14. Sonic Adventure

The spiky blue hedgehog is back and he's got an adventure to beat them all. Find out who he's brought with him and why!

>17. Expendable

Taking a fast and frantic PC shoot-'em-up and converting it to Dreamcast, Rage have a winner!

>18. Virtua Fighter 3tb

Sega's long-running arcade fighting series comes bang up-to-date with an enhanced version for the Dreamcast launch.

>20. Shenmue

Virtua Fighter creator Yu Suzuki's mixture of role playing and fighting action look set to create a whole new genre - FREE!

>22. Toy Commander

Race around the bedroom in toy planes, tanks and cars - a childhood dream come true!

>24. Trickstyle

Set in the future, this hoverboard racing game from Acclaim is one of the best looking Dreamcast titles.

>25. Resident Evil: Code Veronica

The latest incarnation of Capcom's Resident Evil series is Dreamcast only - and definitely the best yet.

>26. Soul Fighter

Coming out in the arcades and on Dreamcast simultaneously, this French developed fighting game is looking very smart!

>28. Sega Rally 2

Another arcade classic from Sega - and the Dreamcast version has been updated for the UK to incorporate an on-line multi-player feature!

>30. M-SR

An attractive racer set on the streets of London, San Francisco and Tokyo - and a launch game!

>32. Soul Calibur

The beat-'em-up Kings, Namco, have converted their latest arcade masterpiece solely to Dreamcast - and it's truly outstanding.

>34. The House of the Dead 2

Shoot pieces out of zombies in the first game to use the Dreamcast lightgun - it's a mega-blast!

>36. UEFA Striker

You can't launch a console without a soccer game - and this one is a £1 billion signing!

>37. Blue Stinger

Packed with gorgeous graphics and a storyline that will keep you hooked, it's adventure time!

>38. Power Stone

Another fighting game extravaganza from Capcom with some amazing special effects!



forecast.

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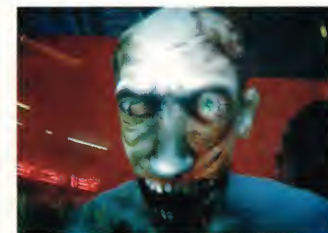
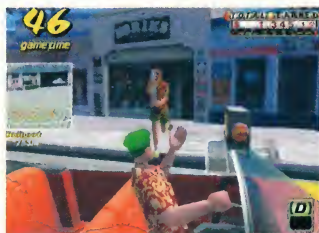
Previews of exciting Dreamcast games

All the major software companies are developing games for Dreamcast - and we've played them all! Find out what we think of the titles coming up in the next few months and gaze in wonder at the amazing screenshots. Highlights include Ecco the Dolphin from Sega, Rayman 2 from Ubi Soft, Castlevania from Konami and Ready 2 Rumble from Midway.

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Dreaming of Naomi!

Sega's Naomi arcade board is a close sister to Dreamcast - this means lots of arcade-perfect conversions for the home! We take a closer look.



newscast

>Hot-off-the-press Dreamcast rumours, gossip, snippets and more<

Dreamcast world news network

128-bit under £199!

LAUNCH DAY
23 SEPTEMBER!



'Don't underestimate the power of...', no, 'The fastest, most powerful console on...' no... both Sony and

Nintendo are going to have to rack their brains to come up with new slogans for their ageing consoles now because Sega are back in the race. 23 September will be a monumental day in videogame history – the day that 128-bit gaming came to the UK!

Dreamcast is a very powerful console. It's four times more powerful than the Sony PlayStation, twice as powerful as the Nintendo 64 and has four times the graphics processing power of even the fastest Pentium II processor – that's some raw power!

After much deliberation Sega have finally settled on a price point and confirmed what will come in the Dreamcast launch package – and it's certainly looking like value for money! For £199 you will get a Dreamcast console, one joystick and a built in 33.6K modem. There will be no game included in the pack, but the console will come with a Passport CD which holds all the software needed to connect Dreamcast to the Net. It's the modem that really sets Dreamcast apart from console launches gone by. Dreamcast is the cheapest way of getting yourself connected to the World Wide Web – with even the cheapest PCs capable of games and net surfing pushing £1,000, Dreamcast's £199 is a snip!

Another console first comes in the shape of the VMS, or Visual Memory System. This is the

Dreamcast's memory card that comes complete with it's own D-pad, fire buttons and LCD screen. When slotted into the Dreamcast joystick the screen is displayed and can relay important game information to the player away from the prying eyes of

newscast headlines

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Those wacky wrestlers are coming!

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True of false – read on and find out!

Soccer Deals [9]

> Sega go on a soccer spending spree.

[1] JF Cecillon, Sega's Chief Executive Officer is very proud of Dreamcast. He believes the console will soon establish itself as number one.



Will Dreamcast use the Force?

It is rumoured that Sega and LucasArts are preparing a *Star Wars: Episode 1 The Phantom Menace* game for Dreamcast. Whilst the Nintendo 64 has *Star Wars Racer*, and PlayStation will have *The Phantom Menace* – albeit heavily delayed until September after a disappointing E3 press response – it had looked like Sega would be Phantom-less. However, UK tradepaper MCV has suggested that an arcade-style *Star Wars* title could well be on the way for the Dreamcast. Given Sega's success with *Star Wars Trilogy* in the arcades – and the ease with which Dreamcast can handle ports from Sega's coin-ops – we have no doubt this is in fact the case.

other players, or run simple animations while you play. When unplugged from the joypad the VMS becomes a stand-alone console and mini-games, downloaded from the Dreamcast, can be played. When Sega originally launched the VMS in Japan they were soon copied by Sony with the PocketStation – what a compliment!

Sega have 30 games planned for Dreamcast between 23 September and 25 December and there will be more coming from leading software publishers like Acclaim, Midway, Capcom, Namco and Ubi Soft so there will be no shortage of good quality software. These games will be backed up by a £90 million marketing campaign that will include TV, cinema, sponsorship and high quality merchandising – Sega really mean business!

At the announcement of the Dreamcast launch details JF Cecillon, Chief Executive Officer of Sega Europe had this to say, "We believe that Sega Dreamcast will establish itself as the industry's leading games console and will remain so into the next millennium. The range of titles available at launch will easily exceed what our customers are anticipating. Sega Dreamcast will establish itself as the world's number one games console." You can't argue with that! ♦

infoburst

Extra information>

> Many of Sega's classic arcade games have been improved and updated for their UK Dreamcast release. *Sonic Adventure* has had new music added to give the game a more European feel, *Virtua Fighter 3tb* has had many of the glitches ironed out and *Sega Rally 2* has had a whole new multi-player mode incorporated – it will be one of the first console multi-player games allowing drivers all around the world to compete against each other!

E3 ATTRACTIONS

Dreamcast wins in LA!

> The Electronic Entertainment Expo, or E3, was held at the Los Angeles Convention Centre between 13-15 May and gave Sega the first chance to show off the Dreamcast to the Western world. They did a fine job too – scooping up the same amount of floor space as both Sony and Nintendo and creating a real buzz for the new Dreamcast software.

All the software companies were whispering behind closed doors about the high quality of the games showing on Sega's stand – most of them making the PlayStation and N64 offerings look decidedly shady in comparison!

Sega's stand was certainly large – a reception area for punters on one side, and one for our important press types on the other, leading into top secret meeting rooms. The centre of the stand was taken up by Sega Sports,

showing off all the ultra-realistic sports games coming to Dreamcast soon. On display was *CART Racing*, an Indy-Car style racing game with some superfast tracks; *NBA 2000*, with a highly detailed crowd, cool close-ups and top notch motion capture; *NFL Blitz 2000* which sadly had a 16-bit look to it and dodgy animation but plenty of stats; *NFL 2000* with fantastic looking players that made one American journo claim, "That's beautiful!"; and finally *Sega Bass Fishing*, the American version of the brilliant *Get Bass*.

There was an area of the stand devoted to Yu Suzuki's latest masterpiece *Shenmue* which had the actual busts used to create the mind-blowing graphics in this game, then an area devoted to *The House of the Dead 2*, complete with marauding zombies! *Sonic Adventure* also drew a crowd with a bank of screens showing this fast paced adventure.

Other games making an appearance on Sega's stand were *Gundam Side Story 0079*, a mechaoid blaster; *Frame Gride*, another robot wars game where you can build your own mech; *Shutoko Battle*, a racing game with better looking cars than PlayStation's *Gran Turismo*; *Psychic Force 2012*, another fighting game but this time played on a floating arena; *Pen Pen Tricelton*, a weird and wonderful animal racing game and *Armada*, an Asteroids game.

Weird game of the show award had to go to *Seaman: A Forbidden Pet*.

This is more of a simulation of a virtual pet, but no ordinary pet – it's a man crossed with a fish! This game will come with a microphone attachment allowing players to talk to Seaman and get an intelligent response! The Seaman display was complete with skeletal remains of real seamen – or were they just the leftovers from Chernobyl? ♦

WHAT A LOAD OF BALDURS!

Baldur's Gate To Open On Dreamcast

> It was announced at the recent E3 show in Los Angeles that Interplay's acclaimed PC RPG *Baldur's Gate* is now heading to home consoles, and the Sega Dreamcast is at the front of the queue.

Sega's head-honcho, Bernie Stolar, made the announcement himself and emphasised that this is great news for Sega – this kind of high profile support from major companies will go a long way to ensuring the Dreamcast's success in Europe.

We only hope that other great PC games like *Half-Life*, *StarCraft* and *Quake III Arena* will make the move from PC too! ♦

[1] With Dreamcast running a Microsoft Windows CE system, PC ports are relatively simple. [2] *Baldur's Gate* will run better on Dreamcast than PC!



>Hot-off-the-press Dreamcast rumours, gossip, snippets and more<

Dreamcast world news network

GAMES WITH ATTITUDE

Acclaim go wrestling mad!

>Gamers with a penchant for big, sweaty American wrestlers will no doubt be pleased to hear that Acclaim is in the process of developing its latest WWF title, *WWF Attitude*, for the Sega Dreamcast. All the wrestlers, moves and gameplay options from the PlayStation and Nintendo 64 version are set to be included in this wrestle-fest of a port, but obviously it

will get that special high-res Dreamcast shine.

The WWF series has been a solid hit for Acclaim on both sides of the Atlantic, due to their pick-and-play appeal, as well as the entertaining create-a-wrestler mode adding to the replay value. Acclaim was not available for comment, but is apparently aiming for a 15 November release in America for *WWF Attitude*. #



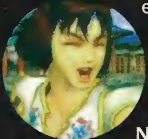
HIGH CALIBUR GAMING!

Soul Calibur's Dreamcast Refinements

> Namco's forthcoming *Soul Calibur* arcade conversion for the Dreamcast is set to have a number of additions over the arcade original when it is released. One of the enhancements is the way in which the game's fighters display an array of facial expressions

depending on their mood... apparently. This aspect is one which Sega's forthcoming *Shenmue* utilises to maximum effect, and is another example of the kind of depth that is possible in the next generation of videogaming. It is not the first time

that Namco has added features to its arcade conversions, with *Tekken 3* being a recent example. As well as an almost arcade perfect conversion of the game on PlayStation, Namco added new FMV, more playable characters, and a whole host of new gaming modes. #



GAMES TURN SOUR

Red Lemon's Take The Bullet

> Sega recently revealed an all-new game from Glasgow-based Red Lemon Studios. Visually, *Take The Bullet* looks like a cross between *GoldenEye* and *Unreal*, which places the player in the role of bodyguard, Jack Travis.

Primarily a first and third-person shoot-'em-up, Red Lemon promises that there will be a degree of strategy chucked in for good measure, and it also stated that the game is set during a presidential election campaign in the 1960s – although we feel that the vicious 1972 Nixon campaign would have been a suitably murky backdrop.

Gamers will be given the option to play in either first or third-person, and there will be 12 levels and 18 weapons with which to dispense your own particular form of justice.

What will really set *Take The Bullet* apart from other shoot-'em-up fare is its compatibility with the Dreamcast lightgun, the four-player

multi-player option (shades of *GoldenEye*), and the ability to play the death match option on-line with up to 16 opponents via the modem. Excellent! #



[1] Only the second game to make use of the Dreamcast lightgun, *Take the Bullet* is looking like it will be a frantic shoot-'em-up.

BACK 2 SKOOL!

Rival Schools 2 To Kick Butt!

>Capcom of Japan is said to be working on *Rival Schools 2* for the Dreamcast. Good news we say, as the original *Rival Schools* went down rather well with the Total Games Guide beat-'em-up massive! The full title of the Rival

Schools follow-up is *Private Justice Academy 2*, and the game is expected for release in Japan towards the end of the year.

Capcom has already shown its commitment to the Dreamcast with *Power Stone*, *Marvel Vs Capcom* and

Street Fighter Alpha 3 plus the fact that they're developing the Dreamcast-only *Resident Evil: Code Veronica*.

Sega must be rubbing its hands in glee at the prospect of such top notch Capcom titles for the Dreamcast! We can't wait! #



[1] You can't have a beat-'em-up without scantily clad female fighters!
[2] Dreamcast *Rival Schools 2* will improve on the PlayStation game.

EVIL ON THE NET!

Code Veronica Downloads Extra Weapons!

>The spooky *Code Veronica*, Capcom's forthcoming Dreamcast-only instalment in the *Resident Evil* series, will feature a number of features that can be downloaded via the Net. So far it has been revealed that owners of the title – and, of course, subscribers to Sega's Dreamcast internet service – will be able to download exclusive files such as additional weapons. This kind of feature is sure to prove popular, and could feasibly lead to other Dreamcast publishers following suit by encouraging gamers to download Net-exclusive features. #



Infoburst

Extra Information

> It's a little known fact that the Dreamcast went through various names and companies before Sega settled on the model and design we see today. At one time there were two separate teams working on a new Sega console: American company 3Dfx were developing a console codenamed Black Belt while over in Japan VideoLogic were creating Dural, named after the end-of-game boss in *Virtua Fighter*. Sega eventually dropped 3Dfx and VideoLogic continued its work, with a new codename of Katana!

The final cost of developing Dreamcast was \$50-80 million, with software development estimated at \$150-200 million – with the marketing budget that's almost half a billion dollars! #



Football crazy!

Over in Japan Sega recently announced that it is converting *Virtua Striker 2* for the Dreamcast, and that it will possibly be released as soon as October in Japan – meaning that it may well make it to the UK in time for Christmas.

Virtua Fighters go wrestling!

Fans of the *Virtua Fighter* series of beat-'em-ups will no doubt be interested in the sure-to-be-renamed-when-it-reaches-the-UK *Giant Gram All Japan Pro Wrestling 2*. Currently Sega has confirmed that three *Virtua Fighter* characters will be playable in the game: Wolf, Kage and Jeffry. The wrestling title is on course for a June Japanese debut, but there is currently no confirmation of a UK release.

Namco's Secret Dreamcast double?

Namco's Dreamcast launch title is set to be the classy beat-'em-up *Soul Calibur*, but the company has made no official plans of what it will follow up with. During our attempts to dig up a software launch schedule, we were informed by a well-known high street retailer that two new Namco titles other than *Soul Calibur* are on their schedule for release – *Time Crisis 2* and *Point Blank 2*!

SOCCER SPENDING

Sega go Shopping for Soccer Clubs!

SOCCER SENSATION!

> With £90 million to spend on marketing Dreamcast Sega Europe have gone through the European football divisions as if shopping for cans of beans down the local Co-Op! It seems they were determined to go for a hat-trick... let's take a look at the goals!



Goal 1

> From 1 July Sega become the new sponsor for Arsenal Football Club. They have an initial three year deal that will see Dreamcast logos appearing on the Arsenal home strip, and Sega logos on the away strip. No-one from Sega or Arsenal will confirm the precise sponsorship figure but it is said to have broken all records making it the highest club sponsorship deal in the UK – probably around £2 million.

David Dein, Chairman of Arsenal Football Club commented, "These are exciting times at Arsenal and this new sponsorship deal positively drives the Club into the next millennium. Dreamcast is an innovative product and its association with Arsenal will ensure it becomes a market leader. Our supporters should also expect some impressive Sega projects designed exclusively for them."



Tony Adams and Patrick Vieira show off their smart new Sega Dreamcast shirts.



Goal 2

> Moving on to Italy, Sega has also signed up leading Italian soccer club, UC Sampdoria. "Sampdoria is one of the great names in Italian football," said Sega Europe's Jean Francois Cecillon, "and we are delighted to have concluded our first Italian sponsorship deal for our new Dreamcast console with Sampdoria and its President, Enrico Mantovani. The main Sampdoria fan profile is aged 16-30 and this matches our customer base. Together with Sampdoria we will launch our new Dreamcast product throughout Europe. The deal, again for an undisclosed amount, will also begin on 1 July."



Sega's second goal in their hat-trick is with UC Sampdoria – one of the leading Italian teams.



Goal 3

> It's a hat-trick! Sega complete their three goals by setting up a sponsorship deal with France's Saint-Etienne. The club sponsorship is set to commence on 1 July, the same day as Sega's similar arrangements with Sampdoria and Arsenal.

Sega Europe's CEO, Jean Francois Cecillon, was understandably more than a little pleased to sign up a third major European soccer club.

"Saint-Etienne is the greatest name in French football," he proclaimed, "having won the French Cup six times, the French Premier League title ten times and once reached the final of the European Champions League. We are delighted to have concluded our first French sponsorship deal for our new Dreamcast console with Saint-Etienne and its President, Alain Bompard and Deputy President, Gerard Soler."



> It looks like soccer fans all across Europe will be seeing the Sega and Dreamcast logos emblazoned across the terraces and the strips of their favourite teams!

GAMES JUDGEMENTS

Our System Explained

> Here's an explanation of the systems you'll find in our previews. If you see <12.25.99 as a release date, this means Sega will release the game before Christmas – they wouldn't be more specific! ♦



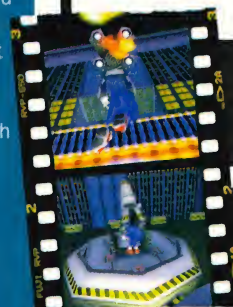
Release date>
anticipation rating
Sept 23



summing up> A fast and unique game full of great gameplay – plenty of replay value.

Anticipation rating box

Think of the spiral as a 100% anticipation rating – the more it's filled in, the more excited we are!



TOTAL GAMES NETWORK

multimedia>
You can experience Sonic on the move by pointing your browser to...
totalgames.net

TGN Multimedia box

When you see this box in a preview, we've got the game in action on our website, along with import reviews.



visual memory system
VMS information
Save position
Logo during play
Mini game
Sonic Adventure has tiny creatures living on each level – these can be downloaded and trained on VMS.

VMS info box

The VMS is a unique piece of kit. All its features are detailed in this box, including info on any VMS games.

electric

DREAM



It's not long now! In two short months, Sega's new console will be launched in the UK. You know you want one – you have to have one! **Total Games Guide to Dreamcast** takes a closer look at the most powerful console in the world...

Price £199
Availability 23 September 1999

Here Comes the Science!

Technical specifications are fine, but what on Earth do they all mean? What exactly is a MIP? What does gourard shading do? Well here at **TOTAL GAMES GUIDE TO DREAMCAST** we've roped in one of the UK's leading developers, Rage, to explain what's what under the bonnet of the Dreamcast.

CPU

- 128-bit Hitachi SHE-4 running at 200Mhz.
- Capable of 360 MIPs (millions of instructions per second).

What it means The number of 'bits' in a CPU refers to the size of information the processor can handle in one chunk. The SH-4 handles four times as much information at a time compared to the SH-2 which was the CPU at the heart of the Saturn.

The Dreamcast has a clock speed of 200Mhz. It's internal clock is responsible for keeping the different parts of the processor in sync. Put in terms of a car engine the SH-4 does a constant 200 Million revs per second... cool.

The MIPs is the most important figure in a processor spec. It gives you the max power of the machine. It's equivalent to the horsepower value for a car.

A trip around the dream machine



[1] There are four joypad ports on the front of the console, with a pale grey Sega logo above them and a 'Designed for Windows CE' logo to the right. Sega have played down the Sega logo in favour of the Dreamcast spiral and branding.



[2] The back of the machine has a line-out for connection to a phone socket, an AV out to hook up audio/video cables, a serial socket to connect two Dreamcasts together for multi-player games and, of course, a power socket.



[3] To the side of the Dreamcast is a vent for the cooling system. Early Dreamcasts had a liquid cooling system but this has been replaced in later models. Next to this is the modem – it can be removed for future upgrades.



>hardware for Dreamcast

- 1.4 billion floating-point operations per second.
- 3D calculations.

What it means > In every 3D game you need to perform a huge amount of maths to work out where all the polygons are supposed to be, what all the lighting should look like and much more besides. Therefore the Dreamcast is equipped with a maths processor which can perform these operations at a much higher speed than the CPU. The Dreamcast's maths processor can perform 1.4 billion of these in many times more than previous consoles.

- 800+ MBytes per second bus bandwidth.

What it means > The 'bus' in a console carries information between the various chips such as CPU, graphics chip and sound chip. Therefore a fast bus is essential to making a cutting edge console. After all there's no use in having blindingly fast graphics chips that can handle 3 million polygons per second if your bus can only supply the chip with 1 million! The Dreamcast has a bus which can carry 800 million bytes per second. A bit quicker than your average number 73! Hmm.

Graphics Processor

- NEC PowerVR2.

- Capable of 3 million polygons per second peak rendering rate.

What it means > The 'peak rendering rate' is a similar idea to a car's top speed. The PowerVR2 is capable of drawing 3 million polygons per second under optimum conditions. That's comparable to higher end PCs which can cost five times the price of Dreamcast!

- Perspective-correct texture mapping.

What it means > This feature allows texture-mapped polygons to appear correctly regardless of the angle you view them at. On some older games you might have noticed how walls and floors distort when you look at them from extreme angles.

- Point, bilinear, trilinear and anisotropic mip-map filtering.

What it means > To improve the Dreamcast's graphic output artists use mipmaps. Essentially these are smaller and simpler versions of a texture which are used depending on how far away a polygon is drawn. When combined with one of the Dreamcast's graphic filters (which smooth out the textures on the polygons) the resulting image is of a much higher quality.

Visual Memory System

One thing's for sure – the Dreamcast peripherals are very sexy! Take the memory card, for example, Sega pioneered the PDA (Personal Data Assistant) idea when they released their Visual Memory System (VMS for short) before the Dreamcast in Japan. This handy little device is a memory card and handheld console in one. It plugs neatly into the Dreamcast joypad, lightgun or steering wheel and displays pictures and information while you play – all a snip at £19.99.

At its most basic the VMS will show the logo of the game you're playing, but it can go so much further if developers have taken a little time to make use of it. In a driving game you can have lap data, car status and customised warnings for the driver shown on the VMS, a fighting game can deliver new moves as you play by displaying them on the small screen or an RPG can feedback information on a character to the VMS, keeping it secret from the other players!

Pretty advanced eh? Well this is just for starters! The ultimate use of the VMS is as a stand-alone console. Some software titles will download mini-games into the VMS's 128K memory, which can then be played away from the Dreamcast. The first game to do this was *Godzilla* in Japan – the VMS was actually released on 11 July, before the Dreamcast, with a *Godzilla* game already installed. You could buy a VMS at showings of the *Godzilla* movie and play the special game that allowed you to train up a monster Tamagotchistyle. This monster could then be uploaded to the Dreamcast game for you to continue playing – how cool?

There are also *Mothra* and *Gamera* games available in Japan and games on the cards include *Boy Kanipan* and *Giant Gram Wrestling*!

Two VMS units can also transfer data from one to another by plugging the two together – this opens up a whole new world of chat up lines, "Fancy plugging our VMS units together tonight, darling?" The clever thing is that the VMS can also plug into Naomi arcade machines to transfer data between the Dreamcast and arcade versions of games – not bad eh?



VMS tech specs

| | |
|---------|--|
| CPU | Energy-saving 8-bit, 128K. |
| Memory | 1-channel PWM. |
| Sound | 48 x 32 dot monochrome LCD. |
| Display | 47mm (W) x 80mm (H) x 16mm (D). |
| Size | 45g. |
| Weight | Button battery x 2, auto off function. |
| Power | D-pad, two fire buttons, two option buttons. |
| Control | |

- Gouraud shading.

What it means > Gouraud shading is a system used for applying colour and transparency to individual polygons. Essentially it allows you to set different colours for the corners of each polygon and the hardware will smoothly shade the area between the corners. This feature is used extensively in lighting.

- Z-buffer.

What it means > The Z buffer is a feature used to help the PVR2 display graphics correctly. Basically when a polygon is drawn each pixel's depth in the scene is recorded in the Z buffer. When the renderer attempts to draw over a pixel it checks to see the depth of the pixel already there. If the pixel already there obscures the new pixel to be drawn the renderer doesn't bother and moves on. This allows scenes to be drawn far neater. You

may have noticed on older games and consoles that occasionally things seem to get drawn in the wrong order like a player might appear behind a wall or something when they are supposed to be in front of the wall. With the Dreamcast graphic glitches such as these are no more.

- Coloured light sourcing.

What it means > Lights can be any colour... but then they could on the PlayStation and Saturn!

- Full scene anti-aliasing.

What it means > This feature is used to make the final image look more natural. It basically smooths out the edges of polygons so they look more part of the scene.

- Hardware-based fog.

What it means > The Dreamcast allows you to set up various settings for fog in games



[4] From the top you can see that the Dreamcast has a cool, compact design. The logo sits proudly on the lid with a triangular light built into the design to show the console is on. The top is finished off with power and open buttons, but no reset.



[5] Opening up the CD lid reveals a shallow, solidly built mechanism – there's no exposed catch to detect the drawer closing, but the unit won't activate with the drawer open. No PlayStation disc swapping tricks here!

electric DREAMS

Dreamcast essentials

| | |
|--------------------------|---|
| Main Memory: | 16MB SDRAM |
| Graphics Memory: | 8MB VRAM |
| Sound Memory: | 2MB RAM |
| Resolution: | 640x480 high resolution as standard |
| Special Features: | Windows CE Operating System. 33.6 KBytes per second modem |
| Sound: | Supports AC-3 Dolby |
| CD Drive: | 12X speed GD-ROM drive with custom 1GB capacity |

| | |
|---------------------|---|
| Save System: | Joypad based, removable memory cards. |
| Controller: | D-pad, analogue joystick, four fire buttons, dual analogue trigger buttons, start button, slot for peripherals. |
| Dimensions: | 190 mm (W) x 195 mm (H) x 78 mm (D) |
| Weight: | 2.0 kg |



and subsequently the hardware will take care of the details.

● Bump mapping.

What it means The Dreamcast has hardware support for bump-mapping. This allows textures to have depth. They can actually look bumpy instead of being purely flat.

● 16.77 million colours.

What it means Erm. 16.77 million colours? Yep! 16.77 million colours are potentially displayable on screen. I say potentially because unfortunately there are only 300 thousand pixels on a screen... hmm!

● Hardware-based texture compression.

What it means The Dreamcast's hardware texture compression allows programmers and artists to compress textures by

around seven times. All this extra space means we can display more, higher detailed textures with more colours than existing consoles. This allows games to look even better!

● Shadow and light volumes.

What it means The PVR2 supports shadow and light volumes. This is a fantastic feature which allows the developer to create more realistic lights and shadows. Essentially it allows you to declare an area which you want to be in shadow and subsequently all polygons which enter that area will be correctly shadowed.

So if we were writing a football game for example... hint, hint... we could create shadows which cast realistically on to other players or any objects in the vicinity.

● Super sampling.

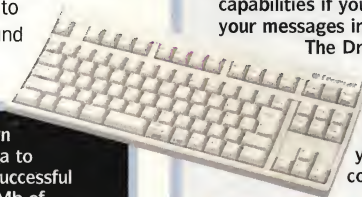
What it means Super sampling basically allows the

Dreamcast to render each frame at a higher resolution than possible to display on a TV and reduce it down cleverly to create a much better final image.

Sound Processor

- Yamaha Audio Core
- RISC CPU.
- DSP for real-time effects.
- 64 sound channels.
- Full 3D sound support.
- Hardware-based audio compression.

What it means The sound hardware has a DSP (Digital Signal Processor) for real-time effects such as echo and reverb. It has a separate CPU so it can leave the main CPU to do all the graphics and AI work. It can output 64 channels of audio and it supports hardware sound compression which allows us to use up to four times more sound memory at once.



Make the link

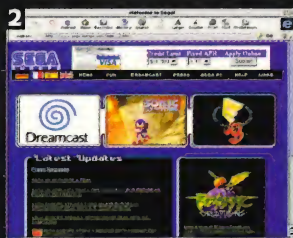
Email, Internet access, multi-player gaming – Dreamcast will give you all of these as standard. The console comes with a 36.6K modem built in and Sega have teamed up with BT and ICL to bring all Dreamcast owners access to the World Wide Web.

British Telecom will be responsible for the European network infrastructure and ICL take on the task of creating and integrating a Dreamcast internet service. Users will be able to access the internet for nothing more than a local call rate – there will be no access fee.

To take full advantage of these facilities you will, however, need a couple of extra bits of kit. There's a Dreamcast keyboard that Sega will make available

after launch so that you can create your own email and they are also working with Iomega to create a Dreamcast version of their highly successful Zip drive. These Zip discs will allow up to 1Mb of data to be downloaded from the Internet and stored.

The modem doesn't only allow the Dreamcast access to email and the net, on-line shopping is on the cards and multi-player gaming is at last a reality on a home console and the first game that will take full advantage of this will be *Sega Rally 2*. The UK version of the game will have a multi-player option that will allow up to four players to race against each other, even if they're thousands of miles apart! PC users have been enjoying this gaming luxury for years now and it was about time console gamers got in on the act!



[1-3] Sega Europe's web site is currently showing preview information on the key games for the Dreamcast launch on 23 September – a specific site is being worked on for Dreamcast users.

Control Your Dreams

When you buy your Dreamcast you will get a single controller in the box but Sega have an exciting range of controller options that they will unleash over the coming months.

Steering Wheel

Estimated price: £39.99

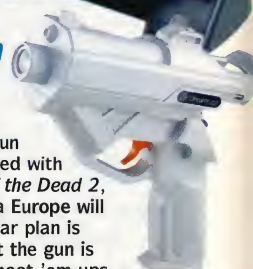
- With a high quality build and responsive wheel, Dreamcast's steering wheel is the perfect accompaniment to the great driving games revving up in the wings. It has a hole on the right to insert a VMS for car data to be relayed to the driver.



Lightgun

Estimated price: £39.99

- In Japan the Sunset lightgun came packaged with *The House of the Dead 2*, whether Sega Europe will follow a similar plan is unknown, but the gun is perfect for shoot-'em-ups, and again comes with a VMS slot on top and works great with a rumble pack, which should be available shortly after launch.



Keyboard

Estimated price: £19.99

- There's no point having email capabilities if you can't write your messages in the first place!

The Dreamcast keyboard is pretty standard, but has everything you need in one compact design.

Arcade Stick

Estimated price: £29.99

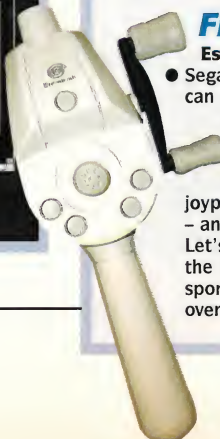
- Many fans of beat-'em-ups will tell you that they prefer an arcade-style joystick to play *Virtua Fighter 3tb* or *Power Stone* – it gives the authentic arcade feel and this joystick follows a similar build to the Naomi arcade machine.



Fishing Rod

Estimated price: £19.99

- Sega have really opened a can of worms with this one! In Japan the *Get Bass* game came packed with a unique fishing rod joypad developed by ASCII – and it works a treat. Let's hope they exploit the British love for the sport by releasing the rod over here.





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HEDGEHOGS, BANDICOOTS OR PLUMBERS?



Sonic A

He was once a hero to millions, charming them with his super fast gameplay and cheeky grin. Now Sonic is set to make a major comeback, but do his blue spikes and red shoes really have what it takes to take Sega into the next millennium?



Who's Sonic the Hedgehog? It's a question that might be on the lips of many new gamers on the launch day of the Dreamcast. He may have been one of the major videogame icons in the eighties, fighting a hard battle with a certain fat plumber, but he's been missing from the hardcore games line-up for many years now.

But this time has given Sonic's creators, Sonic Team of Japan, the opportunity to develop the definitive Sonic game. Now with Dreamcast ready to roll, they can finally reveal their masterpiece. *Sonic Adventure* – a game so fast you'd better find a sick bag quick!

The basic package of *Sonic Adventure* is one that will awaken many fond memories to anyone who has played and enjoyed a previous Sonic title. As well as the titular hedgehog, there are a bunch

of other characters you'll get a chance to play. These include established names, and some newcomers.

Miles 'Tails' Prower is Sonic's resident sidekick first seen in *Sonic 2* on the Mega Drive. He has two tails! Knuckles the Echidna is the sometime rival of Sonic's who can scale walls with his claws, Amy Rose is Sonic's would-be girlfriend first seen in the Mega-CD game *Sonic CD*. Then there's Dr Eggman, the resident dodgy-moustached bad guy who's better known over here as Dr Robotnik. The new kids on the block are Big The Cat. He's a laid-back blue cat-man with a penchant for fishing and toads. And finally E-102 is one of Eggman's robot soliders who has defected to the side of good.

After plonking the game into the Dreamcast, you get to watch one of the best movie sequences ever seen

in a videogame. This is followed by a menu screen displaying the two gaming options: Adventure Field (the main one-player RPG adventure) and Action Field (a kind of time-trial mode featuring the tracks that have been discovered for each character during the Adventure Field mode). Only the Adventure Field is available at first, and once selected this takes you to the character selection screen.

Although all six characters are playable only Sonic can be selected first, with the other characters becoming available once they've been encountered during an adventure. For example, Tails is opened upon completion of Emerald Coast, the first Sonic track, whilst E-102 is selectable after Amy encounters him during her adventure on Dr Eggman's Egg Carrier ship (or, alternatively, when Sonic defeats him on top of the Egg Carrier). It is up to the player whether they want to complete a character's adventure before starting another, although it can be fun chopping-and-changing between the different heroes, as you get to see more of the game's story in some sort of chronological order.



>After plonking the game into the Dreamcast, you get to watch one of the best movie sequences ever seen in a videogame<

More zip than Levi's!

The plot of the game itself sees Dr Eggman planning to conquer the world... again. Although his

The gang's all here...

Along with the familiar cheeky face of Sonic the Hedgehog come a big bunch of animal misfits, some old, some new and many of them blue! They are all playable in *Sonic Adventure*, but only once they have been discovered hiding out somewhere in the game – you've got to use Sonic, or a chum already discovered, to find the rest of the gang. Each of the characters can play on all the levels in *Sonic Adventure*, but they all have very different objectives to achieve!

Sonic the Hedgehog

The evil Dr Eggman has been busy hatching a dastardly plan and Sonic has the task of stopping him in his tracks. Somewhere along the line he must save his girlfriend Amy too. Sonic has the ability to jump really high, and spin to pick up more speed.



Tails 'Miles' Prower

You can't miss this cunning fox – he has two tails dragging along behind him! Tails' main objective is to beat Sonic's times on each course, but this is easier said than done. He can fly for a short time by using his two tails as rotor blades – this takes a little practice.



Knuckles the Echidna

If you've ever owned a Mega Drive you may remember this dastardly character. He's a bit of a red devil and has the unenviable task of picking up all the shards of the master emerald – there are three to find in each level. Knuckles can climb up walls and even float!



Awesome Moment
Whale attack!
 One of the most eye-catching sequences early on in Sonic Adventure is an attack from a killer whale. Impressive stuff!

[1] Sonic runs for his life...

[2] ...but the whale is catching up!

[3] The wooden jetty is soon destroyed.

[4] If you don't run fast enough...

[5] ...it'll be Game Over for Sonic!

[6] Keep ahead of the whale...

[7] ...and the next level beckons.



Adventure



[1] The levels in Sonic Adventure are vast – and you can visit them again and again as different characters. This adds a great replay value to the game.
 [2] With the police looking on helplessly, Sonic has an encounter with a strange being called Chaos!



previous attempts have been foiled many times before by Sonic and Co., this time the megalomaniac has some unexpected help in the form of Chaos: a sentient liquid

creature. When the menacing Chaos first appears at the very beginning of Sonic's adventure it is roughly man-sized and not particularly scary, but it eventually

[3] Big the Cat is one of the new characters in Sonic Adventure. He starts off his adventure equipped with nothing but a fishing rod! [4] All the Sonic the Hedgehog trademarks are here – you still have to collect rings as you race along and these act as a kind of shield when hit. [5] The intro sequences in the game are really outstanding – a great introduction to Dreamcast gaming! [6] Windmills, bumpers, platforms – brilliant fun!

Amy Rose

Armed with a large mallet that gives her a special mallet jump move, Amy must escape from Dr Eggman's Zero robot. She probably got fed up of waiting for Sonic to do the business!



E-102 'Gamma'

Equipped with a laser guided gun, E-102 was originally one of Dr Eggman's leading weapons against Sonic but Amy gave him some lessons in humanity and now he's on a mission of his own!



Big the Cat

Sadly Big the Cat has lost his friend: a small frog! He's on a mission to find the little fella, but unfortunately he's armed with nothing more than a fishing rod!



Super Sonic

There's a special golden version of the hedgehog hero, as seen in the second and third Mega Drive Sonic games. He's got to fight it out with the Ultimate Chaos to complete his mission.



Awesome Moment (cont.)
More whales!
 The whale is still attacking – will Sonic make it to the end of the jetty or end up a sludgy blue mess on the floor?

[8] Splinters of wood fly in all directions.

[9] Free Willy? Not when he's in this mood!

[10] Sonic races away...

[11] ...and the whale finally gives up.



[1] Flying with Tails' two tails takes a bit of practice – you'll crash and burn more than once. [2] Sonic finally tracks down his girlfriend Amy – but she's in big trouble! [3] The little guy in Sonic's arms is a Chao – they live in the game and can be moved to the VMS and played with away from the Dreamcast! [4] It's a long way down!



[1] When an enemy is killed – an animal is freed just like the original game!

mutates once Dr Eggman feeds it the Chaos Emeralds stolen from Sonic and his chums.

Each time Chaos is encountered, it is larger, more fearsome and harder to beat in a fight. Sonic and the rest of the gang will have to overcome all the obstacles and tracks over the three gaming areas – Station Square (a modern-day cityscape), Mystic Ruin (gorgeous waterfalls and ancient civilisations) and the Egg Carrier (Dr Eggman's monstrous airborne fortress) – if they are to

defeat Dr Eggman's plans for world domination.

It's utter Chaos!

The original Sonic carved out a niche for itself due to its unique and speedy 2D racing and platforming mix. The Action Fields are the modern-day, 3D equivalents of that and prove to be an exhilarating showcase for the Dreamcast's capabilities. All of the familiar Sonic elements are here! There are rings to collect – once picked up, these protect from damage, but are lost on

contact with a bad guy or dangerous obstacles. There are ramps, loops and jumps with speed pads next to them. Getting a speed boost from these special pads proves to be essential. Then come the familiar Dr Eggman henchmen. Like the original Sonic titles, the henchmen are mutated friends of Sonic who once defeated are transformed back into their original 'cute' animal forms. Incidentally, every rescued henchman is dropped off at the next Chao breeding ground that the player's character visits.

The latter leads in nicely to an added feature of *Sonic Adventure*, the A-Life option, which runs independent from the main adventure and racing aspects. Known as Chao, these cute bulbous headed creatures are discovered in the penthouse suite in Station Square, via the minicart track in Mystic Ruin, or by using the teleporter on board the Egg Carrier. Each of these breeding areas have a few eggs which can be hatched (chucking them against a wall proved to be the most effective measure!) and feeding the ugly little buggers with the large nuts found by shaking the trees in the same area. The Chao can be stored on the VMS and traded with

friends, the principal idea bearing more than a slight nod-and-wink to the virtual pet craze. You can enter your Chao into races with others, by entering the Chao Race accessed through the Station Square breeding ground. As mentioned before, the Chao isn't an essential part of the game, but proves to be a welcome diversion from the hectic speed-freak nature of the main event.

Sonic is back! ✦

Release date >

anticipation rating

Sept 23

summing up > A fast and unique game full of great gameplay – plenty of replay value.

HAVE A MEGA-BLAST WITH A SHOOTING FEAST!

Expendable

Rage are famous for their blastfests! They were the first company to release a Dreamcast game in Japan with *Incoming*. Now Infogrames have snapped up the rights to their latest gun-toter!

There's always a plan

Whilst things may look a little hairy for humankind, it just so happens that they had a contingency plan. The Mothercraft is a hulking intergalactic behemoth which is home to specially grown soldiers, ruthlessly adept in the art of war, who are ever ready to defend humanity from the alien onslaught. Your mission, should you choose to accept it, is to command a squad of these 'expendable' troops and pit them against the Charva hordes. Don't worry though, you won't be going in empty handed.

Rage has insured that *Expendable* comes with the biggest and baddest array of weapons capable of dealing out death in as over the top manner as possible. The explosions are big, dazzling and completely unbelievable, but are nonetheless fantastic to gawp at.

It's a mega-blast!

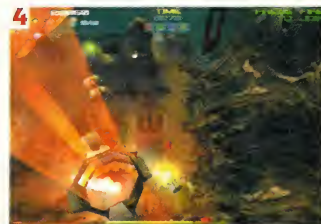
Forgetting the generic sci-fi plot, *Expendable* is a no-nonsense, down 'n' dirty, butt kicker of a shoot-'em-up. What it lacks in originality and in-depth gameplay, the game makes up for with its gorgeous hi-res visuals, drool-inducing explosions and lighting effects, and its thumping hypnotic musical beats. The gameplay itself owes a lot to the overhead shoot-'em-up genre defined during the



[3] Anyone remember Super Smash TV on the SNES? *Expendable* has a similar feel to it with explosions going off everywhere! [4] Visiting power-up pods is essential if you're going to make it through each level.

1980s by the likes of *Commando* and *Ikari Warriors*.

Expendable is a cracking audio/visual showcase for the Dreamcast, and gives a taste of what can be achieved with Sega's stonking high tech piece of hardware. We do feel however that the generic gameplay lacks depth, and could seriously effect the game's long-term lasting appeal – even with the two-player option. Nonetheless, *Expendable* will be tearing up the Dreamcast when it is released around the console's launch in the UK on 23 September. ★



Release date>
anticipation rating
Sept 23



summing up> With more weaponry than a whole battalion and effects that look like bonfire night, *Expendable* just might have what it takes!



In the 25th Century

humankind has spread out through the uncharted depths of space, colonising new worlds, seeking out new life and new civilisations. Boldly going where no-one has... hang on, that sounds a tad familiar. Anyway, according to the storyline for Rage's *Expendable*, humanity has left Mother Earth, and just as things seem to be going swimmingly, along came the Charva.

In spite of what the name may sound like, these extraterrestrials had no interest in tea drinking, but were instead developing an unhealthy taste for the air that humankind breathes. Using the colonised worlds in a warped game of 'join the dots', the Charva followed the path all the way back through space and to its original point of origin – our very own Earth. Time to get tooled up and sort them out, we think!

[1] Either someone has set off a bunch of Roman Candles or there's some serious fire power on offer in *Expendable*! [2] Rage have made good use of the Dreamcast's lighting effects in this game – the special weapons look brilliant when you hit the fire button!

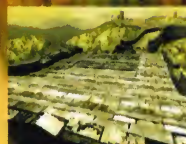


ANOTHER ROUND OF SEGA'S SHOWCASE FIGHTING GAME!



Setting the scene

In VF3tb you will battle your way through 11 graphically impressive stages – the varied terrain really effects gameplay



Banri



Brook



Building



Cave

Regardless of how powerful a games machine is, what will really sell a platform are the games themselves, and Sega certainly has an ace up it's sleeve with *Virtua Fighter 3tb*!



visual memory system
VMS
information
Save position ?
Logo during play ?
Mini game B



Virtua Fig

bet you're wondering what the 'tb' stands for, aren't you? Well it's Team Battle, a new feature Sega's R&D department AM2 incorporated into later arcade machines and their Dreamcast interpretation of *Virtua Fighter 3*.

This is the game that most Japanese gamers picked up with their Dreamcasts at launch day on 27 November 1998, and it should create the same buzz when it's released in the UK on 23 September.

This hugely successful beat-'em-up series has had the crowds surrounding it in every arcade across the world for the past five years or

so. Beginning with *Virtua Fighter*, the series spawned a host of tie-ins, including the obvious *Virtua Fighter's 2* and 3, *Virtua Fighter Kids* and *Virtua Fighter 3 Team Battle* (although the latter has only seemed to appear in a select few arcades in Japan and the US). The easily-identifiable characters played a major factor in the game's appeal, and all the favourites have been included in the Dreamcast version.

The full 'rogue's gallery' is comprised of the following 13 Virtua Fighters: Sarah Bryant, Akira Yuki, Jeffry McWild, Lau Chan, Kage-Maru, Jacky Bryant, Aoi Umenokoji, Taka-

Arashi, Shun-Di, Wolf Hawkfield, Pai Chan, Lion Rafale and the liquid metal T-1000-esque Dural. The aim of the Normal mode is to defeat eight characters before taking on the ultimate Virtua Fighter, Dural.

Progress through the stages isn't too difficult due to the seemingly infinite continue option, but if you meet defeat against the asexual Dural then it's "game over, man." However, once you've mastered the basic moves – it's a pity that the game only has two assigned attack buttons – you can soon vanquish your foes within the vibrant and atmospheric arenas with ease.

Get into teams!

The Team Battle mode of VF3tb allows you to choose three of your favourite characters and pit them against a CPU-controlled team – although you can compete against a second human player if they have a control pad. This is where the game comes into its own, as it is infinitely superior when played with friends, although be prepared to lose them once the competitive spirit comes crashing in.

To really appreciate the quality of the graphics, you'll need a big TV and an appreciation for subtle colour graduation, smoothly

Awsome Moment
Bone crunching! Sega's Virtua Fighter games have always been known for their earth shattering special moves. Here's a closer look at one...

[1] Pai and Jacky face each other.

[2] With a swift grab of the wrist...

[3] ...Pai is lifted off the ground.

[4] She is completely helpless.

[5] Jacky smashes her into the tiles.

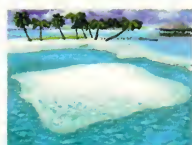
[6] Both fighters lie still, exhausted.



Desert



Dohyou



Island



Library



Raft



Roof



Subway



[1] As you fight in the desert the sand starts to blow, showing off the Dreamcast's particle effects! [2] All the characters have impressive special moves. [3] Pai has a thing about elderly gentlemen.



[4] The big sumo wrestler is Taka Arashi – one of his best moves is to literally sit on his opponent!



[5] Arashi can't be that strong though – a few swift punches from Aoi and he's down! [6] Sarah celebrates victory – to be honest, Sarah looks a bit dodgy compared to Soul Calibur's female fighters.



nter 3tb

contoured polygons plus that silky smooth 60fps screen update. The fighting arenas are breathtaking, and unlike the PlayStation version of *Tekken 3*, the backgrounds are fully 3D – it is easy to be distracted by the gorgeous scenery mid-battle, and end up with a face full of dirt as a result!

One of the particularly beautiful examples of the fighting arenas is the skyscraper level: the fight takes place on a transparent glass roof, which looks visually stunning as the combatants dance across its surface. Also of note is the desert arena, the sand billows around the legs of the

fighters, with little wisps lifting into the air following a kick or a fall – it is a simply stunning spectacle.

A history lesson

Choosing the History option on the menu screen gives you a tour through Virtua Fighter's past. Each character from Virtua Fighter's 1-3 is given a chance to shine in the spotlight, but the third game in the series tends to get more than its fair share of attention – but since *Virtua Fighter 3tb* is the game's title, that's probably not too surprising. This option will also display a movie for each character as they win a Virtua

Fighter tournament – these rendered FMVs knocks *Tekken 3*'s into a cocked hat, but when you consider the power behind the Dreamcast, you'd expect nothing less.

You can tell by simply gazing in awe at the screenshots that Dreamcast's *Virtua Fighter* game is a truly impressive release. Whether the name still has enough power to draw players to the machine has yet to be seen, but if you want a solid fighting game with plenty of unique features, this game won't disappoint. Sadly the rumour is that the game might not be available for launch, but out soon after. ♦

[7] Perched on the top of a building still in construction – this is one of the more dangerous stages. It's a long way down!



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Shenmue

Are you ready for a trip to the fourth-dimension? The latest project from Sega's master craftsman, Yu Suzuki, looks like it could set a new precedent in video game development.

>The level of detail in the faces of each character, the unique gameplay and the sheer quality of the product really make it stand out from the crowd

Two dimensions are a thing of the past, and 3D may be the 'in thing', but Sega's Yu Suzuki wants to take on a trip to the fourth-dimension.

Originally referred to as *Virtua Fighter* RPG, *Shenmue* has since developed way beyond the scope of a traditional beat-'em-up or an RPG. Suzuki and Sega have collectively put a distance between the idea of *Shenmue* as a generic RPG, and have even gone so far as to generate a whole new term to describe the game; using the acronym FREE (standing for Full Reactive Eyes Entertainment). Suzuki wants to take gamers to the next level of interactive entertainment by providing a realistic gaming environment – a major example of this is that the game will take place in real-time, so an hour's gaming will be an hour taken in the *Shenmue* universe.

Lost the plot?

Shenmue's plot deals with the character of Ryo Hazuki, a young man who travels to Hong Kong to investigate the suspicious circumstances surrounding his



visual memory system
VMS
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 The Shenmue VMS will be released before the Dreamcast game in Japan, will the UK follow suit?

Awesome Moment
Facial expression
Sega showcased the graphical supremacy of *Shenmue* at E3 with face demos where you could zoom while characters talked.

[1] Each hair is made of individual polygons

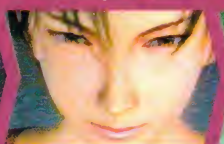
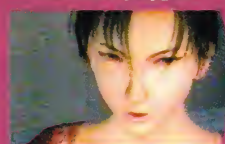
[2] Zoom right in - with no pixelation

[3] Ugly or not, the graphics are sharp!

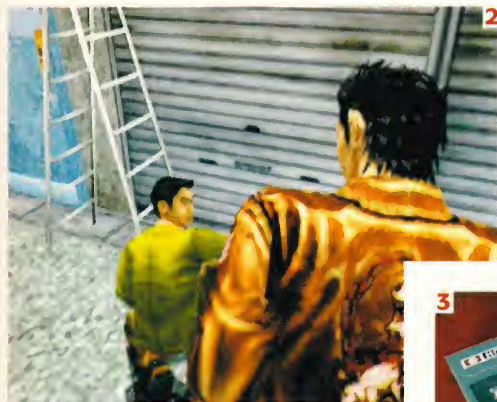
[4] The face can convey so much

[5] The skin tones are photorealistic

[6] Yellow teeth - just like real life!



we



[1] There are times when *Shenmue* resorts back to being a traditional fighting game - but you expect nothing less from the creator of *Virtua Fighter*. [2] Interacting with characters is essential if you want to progress through the game - some will help, others will kill you!



[3] *Shenmue* will redefine the RPG forever - this level of realism is unheard of in videogames. [4] The viewpoint spins around so you can at least see your attackers. [5] The Quick Timer Events test your reaction times to the limit.



father's death. His adventures will eventually lead him to the Chinese mainland, as well as into contact with some desirable and some not so desirable characters. The game itself is broken into two different modes: action and exploration. The former will include fighting some of the 500-plus characters that are apparently included within *Shenmue*'s mammoth gaming universe, whilst the exploration mode requires the player to explore the fully-realised Asian cities the game takes place in. The locations in these cities vary depending on the time of day you visit.

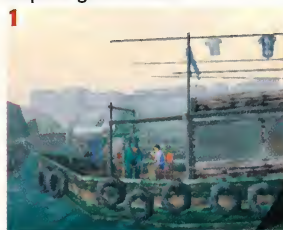
You've got to be quick!

The combat mode and some of the mini-games within *Shenmue* will use something that has been given the moniker of Quick Timer Events. The idea behind this is that the player will be given options on screen directly related to the events in the game; the player has to then select the appropriate response, usually a button press. Each decision could potentially radically alter the course of the game.

Having played demos of *Shenmue* we can confirm that the game is nothing short of

Living in real-time!

Shenmue is played in real-time so an hour of play on your part will translate to an hour in the *Shenmue* world. This means that you can visit the same scene at different times and discover that the weather has changed, objects have moved, the people are different - just like living in the game! It's detail like this that will make Dreamcast sceptics gaze in awe.



[1] The harbour in the morning - the dawn of another beautiful day in *Shenmue*.



[4] The power of Dreamcast gives developers the chance to experiment with realistic effects.



[2] Return to the same location in the evening and the sky is lit up by a burning sunset.



[5] Snow, rain and wind are combined with lighting and shadows to great effect.



[3] After dark the harbour location takes on a sinister feel - who's lurking in the shadows?



[6] Does this snow never let up? *Shenmue* will certainly give players a unique experience.

breathtaking. The level of detail in each character's face with individual hairs rendered in real-time and accurate eye and facial movement have to be seen to be believed. The mini-games also add another dimension that lesser games would ignore - you can walk into an arcade and play versions of older Yu Suzuki classics! It's this unique gameplay and the sheer quality of the product really make *Shenmue* stand out from the crowd. For once you really can believe the hype!

The exciting thing is that *Shenmue* has grown so large that Sega are planning to release it in two parts: Mainland China and Yokosuka. They certainly score ten out of ten for originality! ♦

Release date>

anticipation rating

2000

summing up> With Yu Suzuki pulling the strings you can certainly expect something out of the ordinary from *Shenmue*!

THE TOYS HAVE TAKEN COMMAND!



The toy box is the inspiration as we wander back to our childhood with a game from French developer No Cliché.



[1] Take control of a space ship and whizz around the room for points. Who mentioned Buzz Lightyear? [2] The Spitfire plane complete with machine gun and missiles is one of the more fun toys to play with!

Toy Commander

French software developer No Cliché has high hopes for its first Dreamcast project, *Toy Commander* – and judging by the positive reception it received at E3 in Los Angeles, these hopes are not misplaced. In spite of the game being playable at E3, there was surprisingly little information from No Cliché or Sega itself. However, they did go to town when it came to regaling the videogame paparazzi with a shed load of gorgeous looking

screenshots. So, going by what we have seen, what can we tell you about *Toy Commander*?

Tell us a Story

Well, inspiration-wise the game owes more than a mere nod and a wink in the direction of Disney's *Toy Story* movie. Basically, you are given the opportunity to raid the contents of an average kids' toy box. For instance, have you ever fancied piloting a toy plane, or driving a Matchbox car? How about grabbing hold of a helicopter's flight stick, or

becoming the commander of a platoon of toy soldiers? If your tastes are more unusual, *Toy Commander* also allows the use of various spaceships, tractors, army trucks and tanks – and the tanks come equipped with rocket launchers and machine guns!

Can I borrow...

As you drive these crazy vehicles over the strange but nonetheless familiar territory of someone's house – blasting away at anything foolhardy enough to get in your way – it becomes apparent that *Toy Commander* liberally borrows ideas from games like *Micro Machines*

and *Vigilante 8*, whilst putting its own unique spin on the proceedings.

This fun game includes levels set in an attic, bedroom, kitchen and lounge, with cool gigantic obstacles like abandoned trainers, loo rolls, breakfast cereal boxes and bottles of bleach. You can also interact with different toys – some which may well help or hinder your progress – and there are other strange denizens of this miniature world, like spiders who pose as unique hazards themselves. No Cliché has *Toy Commander* in preparation for the Dreamcast's European launch.



[3] Don't like your shoes? Jump into a jetfighter and blow them sky high! [4] You can see the Micro Machines influence as you fly around each room. [5] Down on the ground it's the turn of the cars. [6] A digger makes light work of bugs!



Release date: **Sept 23**

anticipation rating

summing up> Mix up *Toy Story* with *Micro Machines* and you've got a game that will bring out the kid in all of us!

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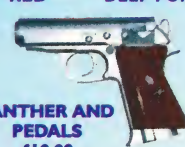
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TRADE ENQUIRIES WELCOME

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[3] It's not all about racing – stunts play a big part in Acclaim's Trickstyle.



[4] A set number of items must be picked up to win on some tracks. [5] Woah! Misjudge the turn and you'll come a cropper! [6] The backdrops are stunning.



Trickstyle

Taking its cue from the snowboarding craze and mixing it up with elements of *The Running Man* and *Back to the Future II*, Acclaim's *Trickstyle* is unique!

Set in the future, just after the end of *World War III*, *Trickstyle* is a game that the young and reckless have taken to in their boredom. It's a televised spectacle of stunts and speed set high above the city.

The game has a good selection of modes on offer, each requiring different skills and playing styles. A Match Race is a simple race around one of 15 tracks against eight computer controlled characters; the Globe Collection Sessions are similar, but globes must be collected; Globe Switching is a race to turn all the globes to your colour; a Hoop Race is a multi-player race

through hoops, in a Stunt Session you must score the maximum number of points in a given time and the Custom Race Mode gives you the chance to make up your own tracks!

Plenty of variety then, and a game that has simply stunning audio and visuals. To find out more, we sent TOTAL GAMES NETWORK to interview the developers, the results are below. ✦



[1] When you see *Trickstyle* up and running you'll think you've reached videogame heaven! [2] The tracks are varied, and using a node style construction players can create their own to race through!



TOTAL GAMES NETWORK
interview
totalgames.net

TGN talks to
Criterion
Studios...

TGN: What does *Trickstyle* offer fans of the more traditional racers?

CS: People who love racing games, traditional sims, or more futuristic/fantasy based games, are generally into

high speed, challenging and competitive action. They want a game they can pick up and play immediately – understanding instantly what the concept of the game is (ie, to win races, be it against friends, or the computer, and progress onto new tracks). *Trickstyle* has all of this and a lot more, and for this reason is a must for all fans of the racing genre.

It combines the speed and thrills and spills of traditional racing titles with fantastic new race worlds, strong characters and a variety of game modes.

TGN: What influences did you draw upon?

CS: There were a variety of inspirations from different media and sports. These

include films such as *Rollerball*, *The Running Man*, *Back to the Future II*. Comics, such as *The Midnight Surfer* (from 2000 AD's *Judge Dredd*) and *The Silver Surfer*, and existing games: *Top Skater*, *Diddy Kong Racing* and *1080° Snowboarding*. Also, extreme sports including skateboarding, street luge, snowboarding, sky surfing

and wake boarding were a big influence.

TGN: What features are you proud of and why?

CS: We're proud of the multi-player sessions, unique characters with AI personalities and node based worlds where tracks are made up of individually constructed sections.

DREAMCAST TURNS EVIL!



Resident Evil: Code Veronica

One of the greatest scare-'em-up games of all time is coming to Dreamcast in a version that is set to blow all previous incarnations to kingdom come!



[4] Knives, pistols and machine guns can all be used to pick off the marauding zombie hordes. [5] A gun shot to the head should be enough to kill him – but don't count on it! [6] If they move when they're on the floor – give them another couple of shots to make sure!

In what has turned out to be a major coup for Sega, Capcom are producing a brand new *Resident Evil* game for Dreamcast, subtitled 'Code Veronica'. It's set soon after the events depicted in *Resident Evil 2*, in which Claire Redfield travels to Europe in search of her brother Chris. Her journey brings her to a tropical isle, populated by lush vegetation, coconuts... oh, and also the requisite zombies, giant spiders and mutated dogs.

Code Veronica will make full use of the Dreamcast's advanced graphical capabilities as all the backgrounds will be created from polygons, thus allowing a more fuller range of character movement. The traditional *Resident Evil* fixed camera angles will also be looser in this instalment, giving further emphasis to the series' cinematic qualities. With great blood and rain effects, both third and first-person views and interactive scenery – this is going to be the best *Resident Evil* yet! 🌹

[1] The previous *Resident Evil* games had static backgrounds – the Dreamcast backgrounds are in full 3D! [2] All the suspense of the original has been retained. [3] Zombies attack from all directions.

>Code Veronica will make full use of the Dreamcast's advanced graphical capabilities<



[7] You will be able to download new weapons for the game from the Net!



Release date>
anticipation rating 2000



summing up> The legendary *Resident Evil* series gets its own Dreamcast version – all we can say is 'wow!'

AND IN THE RED CORNER, ALL THE WAY FROM PARIS



Soul Fig

Remember *Golden Axe*, the ageing Sega classic? Well French developers Toka do and they've attempted to bring the idea up-to-date with a new kind of fighting game.



Just when you think that you know all the games that are coming out for the Dreamcast's launch on 23 September you get a surprise release through the door. One such surprise is publishing newcomer Piggyback Interactive's *Soul Fighter*, developed by Paris-based Toka, this is Piggyback's first foray into Dreamcast software.

>Soul Fighter demands to be played on a big TV with the volume turned up to the max<

Giving more than a passing glance at the likes of *Golden Axe* and *Fighting Force* in concept and execution, *Soul Fighter* is shaping up to be a worthy companion title to the Dreamcast's other launch beat-'em-ups, *Soul Calibur* and *Virtua Fighter 3tb*. Players are given control of one of three characters, each with very different skills and abilities. Although the version that we played only allowed one of these characters to be playable – a mercenary type who is pretty nifty with his broadsword, as well as being skilled in the traditional punch and kick department.

Enter the beast

The aim of the game is to progress from one area to another, whilst fighting your way through seemingly

never-ending hordes of beastmen. These come in all shapes and sizes, from the pig-faced variety through to the amusingly camp lizardmen, but they all have one thing in common: they are after your blood!

Primarily played from a third-person perspective, *Soul Fighter* also gives you the option of switching to a first-person point of view allowing you to utilise the special weapons that are picked up during play. There are four in all – throwing knife, axe, crossbow and grenade – and it's simply a matter of lining up the crosshair at your desired target and letting rip. This technique is great for taking out enemies from a distance, but can leave you in hot water when it comes to close quarters combat. *Soul Fighter* has six huge levels



[1] The big boss at the end of the first stage is a bear – just don't let him give you a hug. [2] The map tucked away in the corner warns of impending danger. [3] Each soul you save is added to the counter.



Awsome Moment
Wild weapons!
Soul Fighter has a brilliant weapon mode where the game flips to a first person view and various weapons can be used.

[1] A two-headed axe will easily crack heads! [2] The crossbow takes out stragglers. [3] A few well placed bombs! [4] Knives work well close up... [5] ...or thrown at enemies. [6] But the axe is our favourite.



ghter

rather than arenas in the traditional beat-'em-up style. These levels are then split into ten sub-levels, and there are five unique end-of-level bosses to contend with to finish things off.

From home to arcade

The developer, Toka, also plans to release *Soul Fighter* as an arcade game, which is reflected in the game's presentation, look and overall design.

From the 'insert coin' request on the title screen, through to the countdown timer urging you to progress to the next checkpoint and the congratulating speech when you pull off a suitably impressive combo move, you are under no doubt that *Soul Fighter* would feel more than at

home within the dimly lit atmosphere of your local arcade.

The animation of the main characters is fluid, with some neat touches like the battle-ready stances of the beastmen and the confident swagger of the game's hero. In spite of the fact that the version we played was lacking some audio, the basic sound effects are top notch, with typically arcadish grunts and groans of the combatants complemented with the clang and clatter of sword against shield. *Soul Fighter* demands to be played on a big TV with the volume turned up to the max.

Soul Fighter is a new twist on the arcade fighting theme giving much more freedom of movement. It should really turn some heads on launch day! ★

TOTAL GAMES NETWORK
interview
totalgames.net

TGN interviews Toka, the Parisian developer behind this highly promising 3D beat-'em-up

TGN: How long have you been working on *Soul Fighter*?

Toka: *Soul Fighter* has been in development for about a year and will be completed in July for a September release on Dreamcast.

TGN: What was your primary consideration when you approached the project?

Toka: To date, no developer in the world has successfully developed an arcade game for the home. We believe that there is a market for this style of game if it is done correctly. All hit arcade games have been developed by the Japanese and most of those titles have been poorly ported onto the home platforms. This is obviously because machines like the PC are not gaming platforms in Japan. The objective with *Soul Fighter* is to bring a true arcade style game into the home.

TGN: What were your influences during the development?

Toka: The games that have inspired us on this title have been *Golden Axe*, *Spike Out* and *Double Dragon*. With respect to movies, we are great fans of the martial arts classics.

TGN: What kind of multi-player options will be available – any network play?

Toka: Because *Soul Fighter* offers a free roaming environment on Dreamcast, a multiplayer option is not possible since you would have two players wandering off in different directions. We considered split-screen, but this was not possible if

we wanted to maintain the 60 fps frame rate. We decided that a single player real-time adventure beat-'em-up would be a fantastic game to play.

TGN: What kind of experience can gamers expect from *Soul Fighter*?

Toka: Gamers can expect a new gaming experience. The core gameplay is an arcade beat-'em-up with different characters to play, weapons to find, power-ups, time extensions and combos. The next generation console has given us a license to be creative in terms of game design.

We have created a free roaming environment and our movie player allows us to seamlessly integrated high-res video sequences, which add depth to the story and atmosphere. In addition, four of the weapons change the perspective to first person (as in *Quake* or *Half-Life*). These weapons must be found by the player through the levels. This adds a certain adventure side to the game. Finally, ability to switch to first-person view with certain weapons is a truly novel addition, adding a new perspective and a tactical approach for the gamer.

TGN: What features of *Soul Fighter* are you particular proud of and why?

Toka: In *Soul Fighter*, we think our greatest innovation is the Japanese style art, the skinning effects and the motion capture animation. The only motion capture comparable to ours is what you see coming from the major coin-op manufacturers in Japan. Arcade PC is an open platform. We are taking advantage of this to produce high-end PC arcade games.

TGN: Why should people rush out and buy *Soul Fighter* when it is released?

Toka: *Soul Fighter* is a technically superb, truly original beat-'em-up, which you just keep coming back to.



[4] Decision time – a red boulder is rolling towards you, what do you do? Run! [5] The visual effects of sword swipes are very cool! [6] Thugs come at you from all directions. Be ready to duck. [7] You get flashes of 'Excellent' on the screen when you whack an enemy.

Release date? **Sept 23**

anticipation rating

summing up > A fighting game that doesn't restrict players to an arena – now there's a novel idea. This one looks hot!

ULTIMATE COIN-OP RACER COMES TO DREAMCAST



The best ever coin-op racing game, played by millions across the globe, is about to make its Dreamcast debut. Will it be as good as the arcade version or a mere rush job to appease the drooling Dreamcast public?



[1] Racing over the grass sends up a spray of green! These grass cuttings stick to the car's tyres – you can see them wear off when you return to the road. [2] The Lancia Stratos was a hidden car in the original arcade version of Sega Rally. Fans of the car can now drive it without having to race all the way through the game first. [3] When racing at night-time, the tracks are floodlit making good use of the Dreamcast's unique lighting effects. [4] The snow is a particularly tricky surface to race on. The Sega Rally cars slide about at the best of times, but on snow they are virtually uncontrollable! [5] Driving an Impreza into a ditch isn't the best way of getting onto the leaderboard! The cars become damaged if your driving is too drastic!



Sega Rally

With *Sega Rally 2* being without a shadow of a doubt the ultimate in coin-op racing games, the port-over to the Sega Dreamcast is being eagerly awaited by the racing-addicted West.

We've been playing the Japanese version of Sega's hit since late last year now and unfortunately, as has been the case with many games that have appeared on the Dreamcast in Japan so far, there are many clear indications that the programmers were working to a very tight deadline, filling the game with glitches.

Fortunately the European roll out of the game promises to iron out the creases, kill the bugs and be a far more advanced game than its Japanese counterpart.

Lick of paint

While graphics do not maketh the game, they certainly help sell it and first impressions of *Sega Rally 2* are very positive. Although the game is nowhere near as persuasive a Model 3 clone such as *Virtua Fighter 3tb*, it does come reassuringly close. The car models are incredibly detailed, with the handling of transparency and reflection across the windows being particularly convincing. Similarly, the way mud gradually accumulates across the car's bodywork is almost as good a match as Model 3. If anything the subtle glow of the brake lights and dramatic exhaust backfires are actually better than the coin-op.

The one thing that was really impressive about the arcade version of the game was the audio tracks

and sound effects. Dreamcast's incarnation in Europe should be just as good, replacing the Japanese rock tracks with more suitable music and playing them over the revs of the various cars. If your ears are over sensitive though there is a 'no sound' option and you can change your co-pilot's voice from male to female for more soothing tones.

Sega have further enhanced the European game by including a multi-player option that links players through the Dreamcast modem – that should be great fun!

The bare bones

What of the game itself? The Arcade mode will be the same as *Sega Rally 2* arcade: four short stages designed to extract the maximum amount of cash in the shortest

possible time. They are great fun to play too short, sharp bursts of action, even without the coin-op's hydraulic rig under you.

Different terrains will test your driving skills to the max as you play through the game. There's a snowbound level which sees all too many of *Sega Rally 2*'s trademark slides push your car into speed-sucking snowdrifts; and the murderous night-time Riviera section which demands extensive use of the handbrake to master some demanding, but unexciting and very tight urban tracks.

Then, of course, there's the Competition mode. Just as in the arcade, or indeed the real thing, you rarely see more than one other car on the road and the ones here just seem to drift along, so there's no

Awsome Moment
Slippin' & slidin'
The key to winning in Sega Rally 2 is in learning how to drift the cars around each corner. Watch the experts...



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multimedia
You can experience Sega Rally 2 up and running by browsing to...
totalgames.net



[7] Add rain into the equation and you've got a challenging race game.



2

Car Crafting

Sega's in-house *Sega Rally 2* development team spent long hours standing in the cold to experience the true feeling of rallying, and took many photographs of the cars in action to recreate them in perfect polygons. Here's an example of the Lancia Stratos as it looks hurtling around the real-life track, and how the finished modelled car turned out. Impressive, eh?



The Stratos was a secret car in the original - now you can play it from the start.

[6] The original Jungle track is back - only slightly redesigned.

real drama in overtaking and collisions seem to have little effect on your overall performance.
For the home market, Sega have come up with the idea of extending the game's lastability with a ten-year championship which is ten different versions of the main arcade concept. Sega extends the formula

with weather and day/night variables, so there are some forty different variations, plus hidden courses. This should increase the longevity of the game and please all fans of the rallying classic.
There's no doubt that the Dreamcast *Sega Rally 2* will not disappoint all arcade fans, and the

alterations planned for the European game should slap a gag on all the critics who took great pleasure in taking the Japanese game to pieces.
We can't wait to play the finished result and it should be in the shops along with the console on 23 September! ♦



Publisher
Sega



Developer
Bizarre Creations



Origin
Japan



Price
£40-£50



Players
1



Release
23.9.99



Genre
Racing

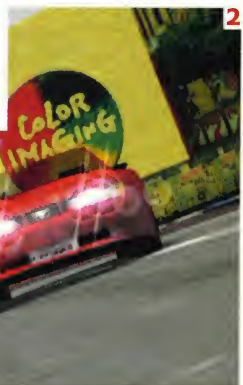
LEAVE YOUR MARK ON THREE GREAT CITIES!



Given the chance of showing what the Dreamcast could really do, Bizarre Creations set about creating a road ripping racing game – and what a result!



[1] Downtown Tokyo glistens as you race by.
[2] Can M-SR beat PlayStation's Gran Turismo 2 to pole position?

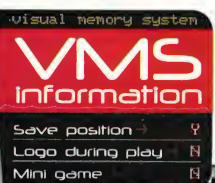


M-SR



>The developer's trips around the world to research each city have really paid off<

[3] These shots are from the replay mode, the in-game graphics look just as amazing! [4] As a showcase game, M-SR really delivers! [5] We can do searchlights – to death!



Iwish software companies would give a name to a game then stick to it! It would make things a lot simpler for the humble videogames journalist! At the recent E3 show in Los Angeles, I spent ages looking for *Metropolis*, the driving game that Sega had been shouting about for months. I finally discovered that they had changed the name without telling anyone! Now titled *M-SR*, which stands for *Metropolis – Street Racer*, the game takes three of the world's most popular cities and turns their streets into driving game fodder. London, San Francisco and Tokyo have been faithfully reproduced using actual maps and photographs of each city to bring

the most realistic driving game to life on Dreamcast.

Go West!

The demo mode that was playable at E3 took the Pier 39 area of San Francisco and a choice of racing in the day or at night. Only a couple of cars were selectable, but it gave a chance to experience the handling of the cars and to see how fast you could throw them around the circuits. Sadly, I must admit that the handling didn't really impress. The track was extremely tight with barriers invisible until you got up really close to them not helping much. On discovering the handbrake button, I thought this must be the

key to whipping the car around the tight bends but it seemed to be better at 360° turns! I hope that these gripes can be put down to this being a demo version, and they will have been solved by the time the final release reaches UK shops.

Cute cars

Having moaned about the handling I must say that graphically the game is spot on. The developer's trips around the world to research each city have really paid off. San Francisco has never looked so good in a game – and it's certainly been in a few! The cars were slick too – you couldn't wish for a higher graphical quality. Let's hope the rest of the game is sorted out! ♦



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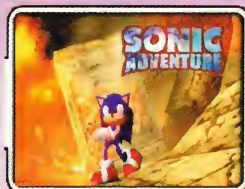
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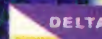
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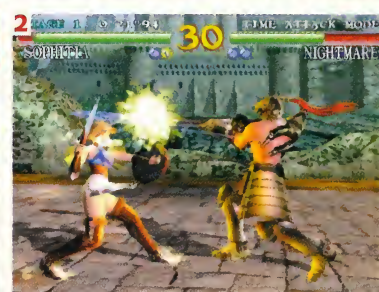
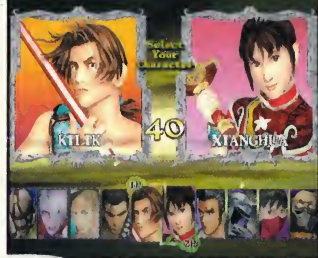


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BATTLE FOR THE ULTIMATE FIGHTING GAME CONTINUES...



[1] With her short skirt and long blonde hair, Sophitia is going to be every red blooded male's first choice! [2] Namco certainly know how create a cool fighting game - they've had enough practice! [3] If a fighter is victorious, they get to pose in front of the camera, showing off the facial expressions that Dreamcast does so well.

**EXCLUSIVE
SCREENSHOTS**

Soul Calibur

When the people behind *Tekken 3* started work on a Dreamcast beat-'em-up, fighting game fans around the world rejoiced - now it's almost a reality!

Namco, famous for its ground-breaking beat-'em-ups - *Tekken 3* and *Soul Blade* being just two shining examples - is set to bring its arcade hit, *Soul Calibur*, to the Dreamcast. A follow-up to *Soul Blade*, this game follows the same weapons-based attack system and boasts some of the most impressive graphics yet seen on the Dreamcast.

Namco promises that this version of *Soul Calibur* will be superior to the arcade original with new features and elements utilising the power of Sega's wonder console. For starters, there will be vast improvements in the graphical character motions and the expressions on their faces. Facial expression is one of the new areas of graphical excellence that the power of Dreamcast opens.

Full of character

There are ten main characters within *Soul Calibur*, each of whom have unique personalities and wildly varying combat techniques, then there are of course bosses to discover and conquer!

The fighting arenas will also include special weather effects like wind and rain - and they've never looked so good before! Dreamcast *Soul Calibur* will

exclusively feature new gaming modes that weren't in the arcade game, in much the same way as Namco's PlayStation conversion of *Tekken 3* added the Tekken Ball, Tekken Force and various hidden bonus characters.

This is one game that the world is waiting for with baited breath - could it be a *Virtua Fighter 3*tb beater? We will be able to tell you in only a few short months' time! ♣



[7] Most fighting games follow the same formula, but Namco have packed enough extras into *Soul Calibur* to make their game unique.

Troubled Souls

The line-up of combatants in a fighting game is all important - there must always be a ninja, a butch bloke and plenty of foxy ladies!



Voldo

Age: 46

Weapon: Katar



Mitsurugi

Age: 25

Weapon: Katana



Ivy

Age: 28

Weapon: Snake sword



Kilik

Age: 19

Weapon: Rod



Sophita

Age: 21

Weapon: Short sword and small shield



Xianghua

Age: 16

Weapon: Chinese sword

Awsome Moment
Eye catching!
 When you first play Namco's Soul Calibur it's the amazing special effects on each move that really catch the eye...

[1] Ivy has a wicked rope weapon.



[2] She can whip it around...



[3] ...knocking her opponent back.



[4] This weapon is tricky to avoid.



libour

[4] Fighting games that include weapons are always more exciting - this is one element that Virtua Fighter has always lacked.
 [5] My stick is bigger than your stick!



[6] It's difficult to appreciate the quality of Soul Calibur from screenshots. With bubbling lava and weapons that spark this is one fine game!



Maxi

Age: 24

Weapon: Nunchaku



Nightmare

Age: Unknown

Weapon: Soul Edge



Taki

Age: 25

Weapon: Ninjatou



Astaroth

Age: 3

Weapon: Giant axe



Hwang

Age: 28

Weapon: Chinese sword



Yoshimitsu

Age: Unknown

Weapon: Katana



Lizard Man

Age: 3

Weapon: Short sword and small shield



Siegfried

Age: 19

Weapon: Zweihander



Rock

Age: 38

Weapon: Battle axe



Seung Mina

Age: 19

Weapon: Ancestral Zanba-to



Edge Master

Age: Unknown

Weapon: All weapons



Release date >
anticipation rating

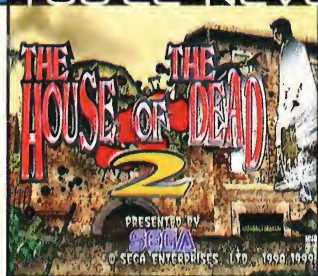
Before
25
 Dec



summing up > Namco's reputation for excellent fighting games and Dreamcast's power should make a perfect combination!

| | | | | | | |
|-----------|-----------|--------|---------|---------|---------|--------------|
| | | | | | | |
| Publisher | Developer | Origin | Price | Players | Release | Genre |
| Sega | Inhouse | Japan | £40-£50 | 1-2 | 23.9.99 | Shoot-'em-up |

YOU'LL NEVER SLEEP EASY AGAIN!



Sega's arcade heritage has always been its trump card in the videogame wars. Primarily Sega is a videogame developer with a string of number one hits under its belt. Whatever may happen in the future with Dreamcast, you can bet that Sega will continue to create top quality games indefinitely – for whatever systems may be popular at the time.

Combine this arcade expertise with the awesome power of the Dreamcast hardware and you have a winning combination on your hands. The latest (and possibly greatest) Naomi sequel to the original Model 2 for the Dreamcast is no mere arcade conversion; it's an arcade enhancement! How many times have you heard that about a game? *The House of the Dead 2* takes the game that has

been playing to thrilled gamers in arcades for about a year now and improves the graphics, increases the speed and takes the whole experience to another level.

The whole gory story

It's a shoot-'em-up, played with either a lightgun or the analogue joystick. As the lead character arrives for a business meeting he notices that something is not quite right in the usually bustling city. The streets are too calm; nothing is going on – that is until his car is stopped in its tracks by a slobbering demon! Fortunately, he has his trusty gun by his side and as a hoard of zombies approach he manages to let off a few rounds. To his delight, they explode with ease, oozing green gunge all over the ground.

You will be dumbstruck by the quality of the visuals in *The House of the Dead 2*. The zombies have been gruesomely animated and come in many shapes and forms. There are green slimy ones from the swamps, chainsaw-wielding ones with missing eyes, not to mention the possessed animals! Frogs, owls, worms – they're all zombiefied and out for blood!

From the previews there is no evidence of pop-up, clipping, virtually no pixelation and nearly all components within the game have been individually mapped, giving an intense feeling of being right in there, in the thick of the action. The backgrounds are intricately detailed, too, with buildings and backdrops that were blank in the arcade game now textured with creamy smooth surfaces. One of the major



The House of t

Better Than The Arcade!

Take a look at these pictures – the bottom one is from the Dreamcast, and the one on the top is from the arcade original. If you look carefully you can see that the Dreamcast game has actually been developed further than the arcade with new detail in the background. It's not often you can say that the home version is better than the arcade original!

ARCADE



DREAMCAST



The zombies are back, and they're ready to attack! With hordes of the undead, mummified wildlife and multiple pathways to take through, you can't fail to be drawn into this arcade conversion.



[1] Time for your close-up now Ms Campbell! When these zombies get really close, you'd better be wearing brown trousers! [2] You can choose to save the guy on the boat – or help out the zombies by shooting him. [3] Reloading is easy – just point the gun away from the screen and press the trigger. You always seem to run out of bullets at the worst possible moment.

[4] If you shoot a zombie in the neck, instead of killing him outright you will send his head flying from his shoulders – but he will continue to lunge towards you! [5] Some of the undead carry knives. You need to shoot them out of the air, or take a knife in the head! [6] With two players firing side-by-side *The House of the Dead 2* is the perfect team game. [7] The locations are really well crafted with intricate buildings – and look even better than the arcade game!



Awesome Moment
Big, bad bosses
You can battle through the stages in any order you wish, but you'll always have to fight a mean boss to progress...

[1] The first boss - but a tough one!



[2] Up from the depths - he's slimy!



[3] The game shows you the weak point.



[4] Chainsaws - oh my God!



[5] Five heads are always better!



[6] In Boss Mode you can practice fights.



>You get to take different routes through each chapter of the game<

criticisms of the arcade game has been taken on board by the Dreamcast programmers also - there's absolutely no slow down, even when heads are rolling, zombies are approaching and you're shooting like there's no tomorrow! Perfect.

A little extra

The game comes as either a stand alone GD-ROM (that's the new term for Dreamcast CDs), or packaged with the new Dreamcast lightgun. The gun is a chunky model with a trigger to replace the A button, sight on top to line up your shots, D-pad and extra

buttons for menu control and a slot in the top to take a Puru Puru rumble pack. With the pack inserted the gun jolts each time you pull the trigger, and jostles if a zombie gets too close - it makes the experience that much more nail-biting!

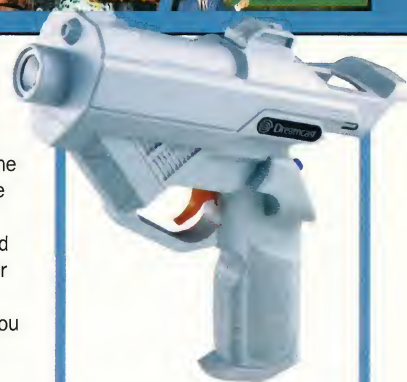
You'd be forgiven for thinking that *The House of the Dead 2* was nothing more than another *Virtua Cop*-style shoot-'em-up. There have been many games on all videogame systems that use lightguns, and they've all been quite linear in their gameplay. Well this is where *The House of the Dead 2* differs from those games.

Depending on what you shoot, when you shoot it and how well you do, you get to take different routes through each chapter of the game. This means that each time you play, you could move off in a completely different direction, and encounter zombies that you never knew existed!

After the Game Over screen you are shown a map of the game, and the lead character walks along the route you took, so you know where to make a detour next time around.

Sega Rally 2 is a fun racing game, *Virtua Fighter 3tb* is a virtually arcade perfect conversion but *The House of the Dead 2* is going to take Dreamcast arcade conversion to new heights.

This is definitely the 'killer app' the Dreamcast has been looking for. ■

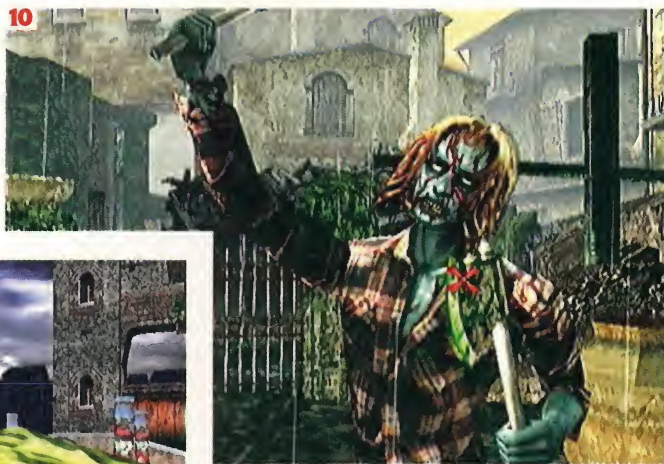


Arcade Action in the Home!

Although you can play *THOTH2* with the joypad, you won't be able to achieve the total arcade experience until you hold a gun and actually aim it straight at a zombie.

The game can come packaged with the SunSet lightgun for a mere £20 extra (import price) which we strongly recommend you take advantage of. Not only is it an incredibly accurate peripheral, but it is light and comfortable to hold. The control buttons are right at your fingertips, too. It's simple to use: just aim at the zombie and fire as many rounds as it takes to kill him, or go for the real comedy death of blowing off limbs while he's still coming at you in perfect resolution. When you're out of bullets point away from the screen and shoot. It's also possible to slot the VMS into the gun and view the LCD screen whilst you play.

the Dead 2



[8] As you progress through the early levels, you'll soon find that the zombies get tougher. You'll need to be a very good shot to take them out with one bullet. [9] These green sea monsters are particularly gruesome - you wouldn't want to meet one late at night! [10] 'I'm a lumberjack and I'm okay...' - if he sings, shoot him dead!



Release date:

anticipation
rating

Sept
23



summing up> Scare yourself silly!
Better than the arcade version - what more could you want?

FOOTBALL CRAZY – AND NOW ULTRA-REALISTIC TOO!



[1] As consoles get more graphical power, sports games move into another dimension. How long before they look just like Match of the Day? [2] The players have very realistic motion capture – Rage certainly know their soccer games. [3] The crowd are in, but there's not much going on! [4] How long has David Beckham been a goalie?



UEFA Striker

Get ready for kick-off in Infogrames' Premier League soccer title which will accompany the Dreamcast's European launch.

Move over ISS Pro '99 and FIFA, there's a new soccer simulator in town... and this time it's on the next generation Dreamcast. Developed by Rage Software, and upping the ante on previous soccer efforts, Infogrames' *UEFA Striker* looks set to take soccer videogames into the next Millennium.

Visually stunning to look at, *UEFA Striker* is nonetheless facing tough opposition from the well established soccer. However, Rage is confident that it can give its competitors a run for their money. "We decided to

write a soccer game which didn't have the annoying wait whenever you pressed a button – one which allowed you to play the ball straight away. ISS and FIFA have added one touch passing features, but in *UEFA Striker*, this is fundamentally how you play the game."

The game will include all 51 UEFA national teams, 44 of Europe's leading soccer clubs, and a bonus assortment of additional non-European squads (at least 20, according to Rage) – so there will be no shortage of teams to choose from. You want some leather-kicking

gaming modes? Well, UEFA's got enough of those to fill Wembley Stadium. For starters, there are eight different competition modes, including a training (pretty self-explanatory) and certification option. The latter is unique to *UEFA Striker*, as the game will open up additional teams and tournaments if the player successfully completes a series of tests. *



[5] A few button presses and your player can perform some fancy footwork. [6] All the official sponsors have their adverts around the pitch. [7] Dreamcast's power has really brought the soccer game to life. It's a new standard for others to follow.



Release date
anticipation rating
Sept 23

summing up Could this be the end for the FIFA series? We'll soon have a kickabout to find out.

FLOATING ANGELS, DINOSAURS AND A SINISTER PLOT



When an earthquake shatters Mexico a team of top scientists set off to investigate the phenomenon – they didn't expect dinosaurs!

Blue Stinger

Blue Stinger takes elements of *Resident Evil* and *Tomb Raider* and combines them with state-of-the-art CG graphics in an attempt to create a movie-like feel. It's essentially a blast-'em-up with plenty of cannon fodder to lay into, but there are puzzle elements included too like finding passcards to access new areas, opening doors and picking up weapons and ammo from hidden locations.

If you're a regular Internet surfer, and a Dreamcast fan, you will no doubt have seen images of *Blue Stinger* before. The

game has been building up hype on the Internet for months now, and it has to be said that it looks very impressive in screenshots.

Angel from Heaven

There are four characters in *Blue Stinger*, three human and one bizarre blue angel called Nefilim. She can morph into anyone and take on their strengths. The graphics are a strange mixture of almost flat, untextured colour used on the main characters and some backgrounds, and richly shaded and light-sourced effects on explosions and the myriad of monsters.

Climax Graphics of Japan have incorporated a rarely used

>It's essentially a blast-'em-up with plenty of cannon fodder<

gameplay element into *Blue Stinger* – you can change control from one character to another, using the special abilities and weapons of that character to help the others

through tricky situations. This gives the game a lot more scope than playing a single character, and should help it appeal to a wider audience.

Climax had to create a top game with *Blue Stinger* though, they roped some big Hollywood names in to help them! The monsters and characters have

been created by Robert Short, he has previously worked on *Beetlejuice*. The storyboards for the game were also drawn by Pete Von Sholley who worked on *Mars Attacks*, *James and the Giant Peach* and *The Mask*. ♦



[1] The large dinosaurs are daunting at first – but a gun helps.



[2] Again, the lighting effects programmers can create with Dreamcast are highly impressive. [3] An arcade shooting game – but with a bazooka? [4] A bit of self-advertising for Sega, and why not? [5] Gallons of blood is spilt each time you fire at a monster in *Blue Stinger*. Whether this will be turned green or not for us sensitive English gamers is yet to be decided.



IT TURNS ALL THE OTHER FIGHTING GAMES TO STONE!

Capcom's arcade fighting might has been channeled into a new breed of beat-'em-up. Forget *Street Fighter* or *Tekken* – *Power Stone* could take them both to the cleaners!



Power

If there's one trump card that Sega can use against the brewing rage of Sony and their PlayStation 2 it's the fact that Dreamcast is virtually identical to Sega's Naomi arcade technology. All

games developed for Naomi can be converted for the home in lightning fast time with arcade perfect graphics, sound and playability – and this is exactly where *Power Stone* has come from.

Capcom released *Power Stone* to arcades at the start of the year and it caused a real storm with it's super-fast gameplay, addictive power-ups and special moves. Now it's the turn of the Sega Dreamcast, and the game has everything the

arcade version had, plus a bunch of enhancements giving two-player split-screen games, and support for the VMS.

Power Stone has a traditional beat-'em-up structure with eight weird and wonderful characters to choose from, ten stages scattered all around the world and two mean bosses to work towards. The controls are uncomplicated with one punch and one kick button, but it's the combination of these, and the fact that you can pick up virtually any item on the ground and use it as a weapon that really brings the game to life. Wooden posts, chairs, tables, pots, signs – you name it, it can be thrown at the opposition's head! This adds a true element of fun to the game as both players scramble to grab the biggest prop.

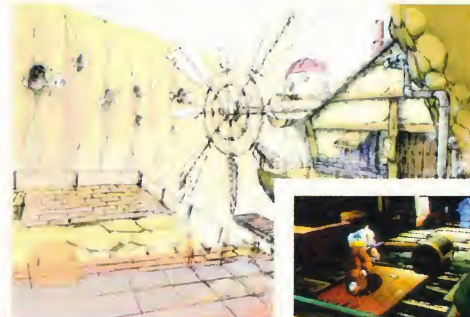
Super-charge the moves!

There are special power stones (hence the name!) dotted about each stage, looking very much like chaos emeralds from *Sonic Adventure*. Pick up three of these and your character does an



From concept to reality

The graphic artists at Capcom in Japan are very proud of what they have achieved in *Power Stone*, but beautiful backdrops and liquid smooth characters don't just happen overnight. A great deal of the effort goes into creating production sketches and trying out ideas on paper. Here are three of the stages from the game as they looked at the sketch stage and how they appear in the final game. They look even better when they're moving!



Awsome Moment
Super moves!
When a character has collected three power stones they become 'super' and can perform some impressive moves!

[1] Fokker turns red and rises into the air.

[2] A jab of the fire button...

[3] ...and a special move is unleashed.

[4] It hits the ground hard.

[5] Sending Ayame flying into the air.

[6] She won't recover from this one!



[1] Punching the large boulder will start it rolling – a good tip is to jump out of the way! [2] Pieces of scenery can be picked up and used as a weapon. [3] A bazooka can be a big help!



[4] Collect three power stones and you transform into a super character!



[5] The stages are truly interactive – you can even jump on the roof and continue the fight! [6] Chests littered about the stage can be opened with a punch and reveal power-ups. [7] The glass won't stay intact for long!



Incredible Hulk-style transformation and becomes a super-charged version of themselves. The special moves that can be achieved in this super-state are mind-blowing and must simply be seen to be believed. Needless to say, the trick is to grab all the power stones before your competitor can – or stay well clear while the power-up wears off.

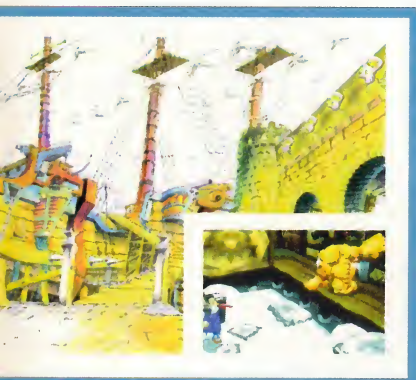
There's a character to please everyone in the line-up, from the very English Edward Fokker with his Biggles scarf and flying helmet to a bizarre mummy direct from Egypt with the unlikely name of Jack! Each has an array of moves to master and keeping to beat-'em-up tradition, it's the weaker looking ones that can often cause the most damage. Defeat the big bosses and you will open up the option of playing one of them in your next fight.

Impressive imagery

Capcom have certainly done well in creating such a graphically intense game for the new Dreamcast technology. As a first generation title *Power Stone* really shines out. The

resolution is so high that each character appears perfectly smooth, there are none of the polygon glitches or sharp edges in the character's bodies that we've come to expect from the PlayStation and Saturn. The stages are minutely detailed too with a beautiful authentic English pub in Fokker's stage where you can even read the menu on the board outside, there's a fountain bubbling away in the courtyard with water that looks good enough to drink, and the lighting effects on the indoor stages with flickering flames and light shining through windows is superb. Even when two characters are super-charging, throwing items around and dashing about there's hardly any slow down in the game – a great achievement. Capcom have done a good job on the presentation too. All the menus and options are selected from a large book, with the pages flicking over to reach the next selection.

There's no doubting that *Virtua Fighter 3tb* is a great conversion from the Model 3 arcade board, but we all knew what to expect from the game. *Power Stone* on the other hand could well be a surprise hit when it's released on launch day, 23 September, and dare we say that it's much more fun than the Sega fighting game! This should be a must-have Dreamcast beat-'em-up! ☼



[8] Only in videogame land can a small girl beat a large red indian to a pulp!

Release date>
anticipation rating
Sept 23
summing up> The first Naomi developed game is ready to set the world alight!

NEW ARCADE GAMES THAT WILL MAKE IT TO DREAMCAST!

DREAMING OF NAOMI

Arcade action

Behind the scenes at Sega HQ there are some clever business men who really have their heads screwed on! One of the most popular development platforms for new arcade games is Sega's Naomi. It has been adopted by many of the top arcade game publishers and is slowly taking over the coin operated world. Now comes the clever part – Naomi has virtually the same innards as Dreamcast, so a steady stream of top quality arcade conversions are winging their way to Sega's new home console...

Crazy Taxi

► Sega

Sega's AM#2 research and development department have gone and done it again! Their latest arcade creation is a fun driving game called *Crazy Taxi*, and as it runs on the Naomi arcade board it's well and truly on its way to the Dreamcast later on in the year.

You get to select one of four characters, each with their own taxi rewing up and waiting to pick up some fares. Instead of lightning fast speeds and race tracks *Crazy Taxi* is set around large, sprawling cities. Once inside the cab you must find



passengers standing around trying to catch a ride. They will tell you where they want to go and then it's up to

you to get them there on time. Doesn't sound like much fun, but once those wheels are rolling I can assure you it is! The cities are truly alive – the traffic lights work, other cars obey the rules of the road, people cross over the road at zebra crossings and others lounge around sipping tea in pavement cafés. It's your job to cause the most chaos you can with a large yellow cab! Once you've picked up a fare and are on your way to the destination the



[1] Rushing down a San Francisco street is a blast! Just remember to stop at the bottom. [2] Follow the green arrows to find the next fare. [3] "Jump in mate – where d'you want to go?"



Daddy or chips?

Or the Big Daddy of chips! This is Sega's Naomi arcade board. If you were brave enough to get a screwdriver to a Dreamcast you would see that many of the components inside the Naomi and Dreamcast are virtually identical. They share the same graphics, sound and processor chips and this gives Sega a whole host of advantages when it comes to creating white hot Dreamcast games for us hungry players.

In Japanese Naomi means 'above all beauty', but the official line from Sega is that it's an acronym of New Arcade Operation Machine Idea. There are just two real differences between the two systems. Firstly there's double the amount of RAM in Naomi compared to Dreamcast giving quicker access times to data. Secondly Dreamcast uses the 1.2 GigaByte GD-ROM as a storage device for software and Naomi uses banks of ROM chips.

The Naomi technology is relatively cheap compared to other arcade boards. Companies can develop good looking games for a fraction of the price usually associated with such games. They also get full technical support from Sega through the development process. The Naomi architecture is extremely

flexible for arcade companies too. Up to 16 Naomi boards can be used in tandem. If such a mammoth game was attempted it could have up to 56 million polygons per second in theory!

Then comes the cash cow – once the game has been released in the arcades and started the hype wagon rolling, a conversion to the Dreamcast is a piece of cake! A few tweaks here and tucks there and Naomi games can become new Dreamcast releases. The first batch of Naomi converted games have simply blown the home console world wide open. *Power Stone* from Capcom, *Crazy Taxi* from Sega and *Dead or Alive 2* from Tecmo are top notch games that have benefited from the best development teams and plenty of money because they were developed initially for arcade release. These points are things that first generation games on consoles have lacked for a long time – the first games are usually rushed out and set a sub-standard for the console as a whole. Not on Dreamcast though!



NAOMI™

Web site: www.deltaleisure.com | Contact: Delta Leisure | 0181 336 1222

NAOMI



points start to rank up. There's an odd objective though – the more you scare your passenger witless, the more points you earn! Speed through a red light, down a one-way street the wrong way on get the car up on two wheels and you'll really be ranking up the points.

One other interesting addition to the game is the sponsorship from major retail companies. Not only do they have their logos plastered around but companies like Levi's, KFC, Fila and Pizza Hut have actually given Sega all the architectural details of their shops and restaurants. We just can't wait to play this game – it looks like it's going to be another hit for Sega. #

[4] There's no point in sticking to the roads when there are fares to pick up! **[5]** Subliminal advertising works – I've eaten five KFCs today!



[11] Here's a girl who knows what she wants and isn't afraid to rip you apart to get it! **[2-4]** Helena and Ayane don't settle their differences in a ladylike fashion – they go for the jugular!



Naomi Tech Specs

| | |
|-------------------------------|--|
| CPU | SH-4 64-bit RISC CPU (200 MHz 360 MIPS / 1.4 GFLOPS) |
| Graphic Engine | PowerVR (PVR2DC) |
| Sound Engine | Super Intelligent Sound Processor (with internal 32-bit RISC CPU, 64 channel ADPCM) |
| Main Memory | 32 MByte |
| Graphic Memory | 16 MByte |
| Sound Memory | 8 MByte |
| Media | ROM Board (maximum size of 168 MBytes) |
| Simultaneous Number of Colors | Approx. 16,770,000 |
| Additional Features | Bump Mapping, Fog, Alpha-Bending (transparency), Mip Mapping (polygon-texture auto switch), Tri-Linear Filtering, Anti-Aliasing, Environment Mapping, and Specular Effect. |



[5-6] Before each fight the combatants face each other and taunt. **[7]** Four characters can compete at once in a tag-team style – hopefully this mode will make use of the four Dreamcast joypad ports for multi-player games.



Companies Developing for Naomi

- Sega
- Capcom
- Tecmo
- Raizing
- Cave
- Sammy
- Psikyo
- Jaleco
- SNK
- Treasure
- Visco
- Video System
- Konami

Dead or Alive 2

► Tecmo

Tecmo's new beat-'em-up has been wowing internet surfers since September 1998 when they first released video footage of an early version of the game. Since then Team Ninja, Tecmo's in-house development team, have used their web site as a breeding ground for great ideas, actively encouraging players to send in email suggestions – and many of these ideas have now made it into the finished Naomi fighting game.

Of course, Tecmo's plan from the start has been to port the game directly over to the Dreamcast and the recent E3 show in Los Angeles gave Western gamers the first chance to sample this slick product.

Dead or Alive 2 features many new characters over the original version, including Kasumi and Ayane, two sisters who think nothing of showing off their white knickers for all and sundry! Each character is made up of thousands of polygons, giving very realistic movement that has to be seen in action to be believed. As the characters are introduced, their stories are played out as real-time movies.

Tecmo are very proud of their game, and the techniques they have used to create it. The characters use Tecmo's 'ultimate full one-skin model' and objects and clothes use 'real-time dynamics simulation engine'. They certainly sound impressive, and you can see for yourself when the Dreamcast game is released later on this year.



NEW ARCADE GAMES THAT WILL MAKE IT TO DREAMCAST!

DREAMING OF NAOMI

Coin-op carnage>



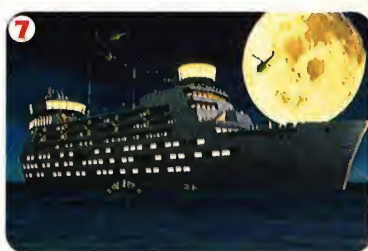
08 MISSION SELECT



[1] The casino is an interesting backdrop for a fight. You can get on the tables and kick people in the head! [2] One ship – three missions. [3] Don't ask why the fountain is green. [4] Get back brute! [5] What a woman!



[6] You can select one of three characters to fight with. [7] Each mission starts with what looks like FMV – but is in fact in-game graphics!



Dynamite Deka 2

> Sega

The Dreamcast version of *Dynamite Deka 2* is high on arcade perfect. It's got smooth animation and a suitably atmospheric soundtrack creating a high fun factor from the start! The game belongs to the same genre as *Golden Axe*, with the 3D beat-'em-up action requiring players to take out a set number of thugs before progressing to the next area. In the arcade version up to three players could take part at the same time, each taking on the role of one of the special operatives: Bruno, Eddie or Jean (the token female). Strangely the Dreamcast game is only two player.

There are three missions which differ in the way you approach hostage boat – parachute, dinghy or underwater – and the route you follow to the bearded pirate is only slightly different depending on the mission. As well as punching and kicking, DD2 allows you to pick up literally anything and use it as an offensive weapon... and we're not kidding when we say anything! It is a sight to behold when you kick a urinal off the wall and then pick it up to club some unfortunate around the head with it!

Having the option of unlimited continues may spoil *Dynamite Deka 2* when it comes out over here on Dreamcast, but it's still a fun game with some unique elements to look forward to!

Naomi Games in Development

| Title | Publisher | Genre |
|---------------------------------------|--------------|-------------------|
| Airline Pilots | Sega | Flight Simulation |
| All Japan Pro Wrestling 2 | Sega | Sports |
| Boat Race 2 | Sega | Racing |
| Crazy Taxi | Sega, AM3 | Racing |
| Dead or Alive 2 | Tecmo | Beat-'em-up |
| Derby Owners Club | Sega | Sports |
| Drift Out | Visco | Racing |
| Dynamite Baseball '98 | Sega | Sports |
| Dynamite Deka 2 | Sega | Beat-'em-up |
| F1 World Grand Prix | Video System | Racing |
| Ferrari 355 Challenger | Sega, AM2 | Racing |
| Giant Gram: Pro Wrestling 2 | Sega | Sports |
| Gun Beat | Treasure | Shoot-'em-up |
| House of the Dead 2 | Sega | Shoot-'em-up |
| Justice Academy 2/ Rival Schools 2 | Capcom | Beat-'em-up |
| Kurutto Stone | Sega | Puzzle |
| Power Stone | Capcom | Beat-'em-up |
| Ring Out 4X4 | Sega, AM1 | Racing |
| Sega Buggy | Sega, AM4 | Racing |
| Spawn Vs Street Fighter | Capcom | Beat-'em-up |
| Virtua Fighter 4 | Sega, AM2 | Beat-'em-up |
| Virtua Striker Version '99 | Sega | Sports |
| Wild Ambition | SNK | Beat-'em-up |
| Zombie Zone/ Zombie Revenge | Sega, AM1 | Beat-'em-up |

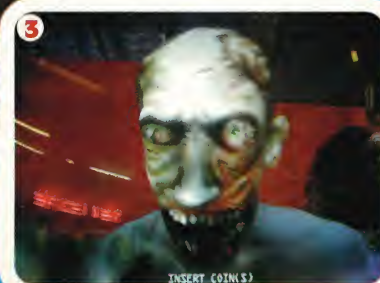
Zombie Revenge

> Sega

It's a multi-player, multi-directional shoot-'em-up where you can take on the persona of one of three special agents sent to rid a town of a zombie infestation. The action is viewed from an aerial camera which zooms in and out depending on how close together the characters are and there's plenty of weaponry around to blast the zombies back where they came from!



[1] Similar in gameplay to *Dynamite Deka 2*, *Zombie Revenge* swaps the bodyguards for zombies. [2] I suppose Sega thought it would be a waste not to use the zombies from *The House of the Dead* again! [3] I think these bloke needs a trip to the dentist... and the optician!



Dreamcast: Expert Opinions



The success of a console is based upon the support it receives from software publishers and developers, and the same goes double for the Dreamcast, where Sega has to lay the ghost of the Saturn to rest. TOTAL GAMES GUIDE TO DREAMCAST contacted some of the leading publishers and developers to find out what they think of the Dreamcast as a gaming platform, as well as what future they think it has in such a competitive marketplace. Judging by their comments, the future is looking very bright indeed for Sega's wonder machine.

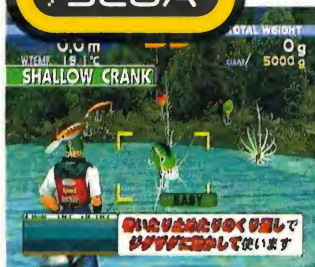
| Company | Statement |
|---|--|
|  | > "The Dreamcast offers current PC quality graphics on a console. It's a really exciting prospect, with the first batch of products looking fantastic and plenty more to come!" – Martin Kitney, Marketing Executive, Rage ♦ |
|  | > "GT are 100% committed to supporting and taking advantage of the new generation of console platforms. This commitment extends from strategies relating to our internal studios as well as external teams. We fully acknowledge that these platforms represent the future of our industry and are ready and able to provide compelling content for these exciting machines at or close to their launches." – GT Interactive ♦ |
|  | > "The Dreamcast is a very impressive console starting a full new cycle in the videogame industry. Titus will be part of it, and is already actively preparing something. We are extremely fascinated by the difference between the Dreamcast hardware and any other released console... it is definitely a huge gap!" – Steve Tagger, Marketing Manager, Titus ♦ |
|  | > "We are still evaluating the opportunities on Dreamcast." – Electronic Arts ♦ |
|  | > "Unquestionably the Dreamcast will have the most impressive games around when it is released. We think that it's a great system and Sega is extremely supportive." – BioWare (MDK 2) ♦ |
|  | > "As one of the world's largest publishers of videogames, Acclaim is always keen to embrace new technology. With five Dreamcast titles in the pipeline, including <i>NFL Quarterback Club 2000</i> and <i>Trickstyle</i> , our investment in vast internal development facilities is clearly paying off." – Jeremy Chubb, PR Executive, Acclaim Entertainment ♦ |
|  | > "The Dreamcast is definitely in Mindscape's plans for 2000. It's looking awesome and we want to be involved. Mindscape's intention is to be a top three console games publisher and Dreamcast products will be key to us reaching this goal." – Paul Kluge, PR Manager, Mindscape Entertainment ♦ |
|  | > "We've always been keen to develop for new technology and as such are solidly behind the Dreamcast. We were one of the first publishers to support MMX technology for the PC and the Sony PlayStation; now we're continuing this trend with our two Dreamcast launch titles – <i>Monaco Grand Prix</i> and <i>Speed Devils</i> – with plans set for three other imminent releases. We feel that the Dreamcast's modern means a huge potential for success – online console gaming is a very attractive prospect." – Graham Chambers, UK Managing Director, Ubi Soft ♦ |
|  | > "The Dreamcast could be a fantastic platform, it will be interesting to see how the European market reacts to it." – Jon Murphy, UK PR Manager, Konami ♦ |

PREVIEWS OF EXCITING NEW DREAMCAST GAMES

forecas

The amount of support shown for Sega's new wonder console is really encouraging. All the leading software companies are dipping their toes in the water to see whether they like working on Dreamcast – and this is great news for us game players. It means we get to play some fantastic games from the best names in the business. Here's a look at what's on the cards...

SEGA



Get Bass

UK release > 2000

Get Bass is one of those games that everyone thinks is a pretty dumb idea – until they play it!

The game is engrossing – you sit on the edge of your seat, waiting patiently for a fish to be tempted by the many lures available, and flicking the rod to entice them into biting. Amazingly the graphics are virtually Model 3 arcade perfect too! The fish are perfectly animated and the scenery is almost photo-realistic. There's an arcade mode to give you a quick fix of fishing action, or a more methodical consumer mode where you can select between a male or female angler, win extra lures

SEGA



Cool Boarders DC

UK release > 25.12.99

With the Northern lights shining down, Cool Boarders DC is a beautiful game to look at. It

continues the snowboarding craze with a game that puts all other efforts to shame. The 3D levels are amazing with highly realistic scenery, good movement in the characters and even a few surprises tucked away – how many games have sheep that pop up occasionally? With a good range of stages to try and some great motion capture, this title is looking mighty fine!

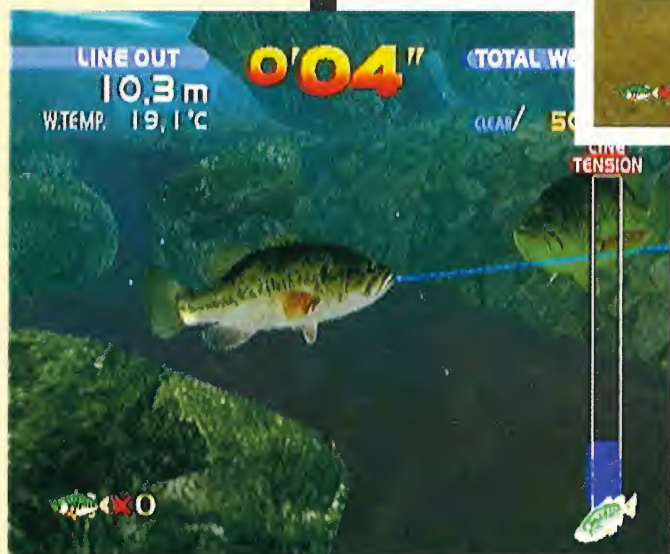


Ecco the Dolphin

UK release > 25.12.99

Yes! Ecco is back. The full title of the game is Ecco the Dolphin: Defender of the Future and it has again been developed by Appaloosa who created the Mega Drive original. The game boasts over 100 dolphin animations and some of the most realistic underwater scenes we've ever seen on a console. The animals Ecco will meet have perfect AI and there's even a rumour that you will be able to communicate with them through a special Dreamcast microphone! Outstanding is the only word that springs to mind!

SEGA



Also
coming
from
Sega

Red Dog

UK release >25.12.99
This Argonaut developed game is going to be one of the first on-line multi-player games to use Dreamcast's modem. You get to race around in a futuristic buggy, blasting all kinds of weird and wonderful enemies to kingdom come. It's got a Vigilante 8 feel to it with excellent special effects and lighting and some pretty advanced AI. *

>SEGA



[1] Cool Boarders is a slick, fast simulation – you can pull off some great moves! [2-5] The tracks are long and varied. You'll encounter all kinds of obstacles from sheep to bridges and snowdrifts.



[1] The animation in Ecco is extremely impressive. [2] A strange underwater temple.



>ACCLAIM



[1] You can't fail to be impressed by the level of detail in the players' faces. [2] Sports fans have never had it so good – the realism is out of this world!



NFL Quarterback Club 2000

UK release >23.9.99

This game looks fantastic judging by the mere handful of screenshots that have been released to the public. Granted, pictures alone cannot sell a game, but this coupled with Iguana's reputation for producing top-notch quality, in-depth and realistic American sports sims, means that *Quarterback Club 2000* could be the first example of a true next generation sports game.

The game will feature a wealth of gaming options, like the Quick Play mode for those who are impatient and want to lead straight into the pig skin-booting action; the Custom Creation utility for designing your own players; the mammoth Season option; a Pro Bowl instant replay, which will allow you to gloat following a winning play; and, if it floats your boat, enough stats to shake a dirty elbow pad at. *

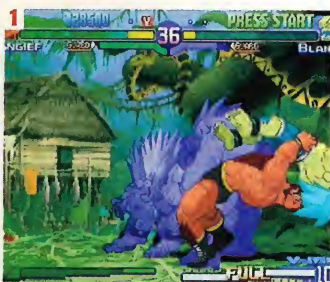
>CAPCOM

Street Fighter Alpha 3

UK release >2000

This is looking very tasty indeed, and will provide the combotastic thrills that *Street Fighter* fans worldwide will be familiar with.

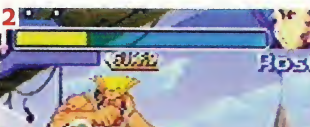
This arcade-perfect conversion will star 33 of the *Street Fighter* series' most famous characters, meaning that practically every *Street Fighter* fan will have at least a couple of their favourites with which to whup their friend's butt with.



Capcom has also promised that there will be a number of hidden characters to add spice to this fighting megamix, and with three different fighting styles to choose from, plus the skill building World Tour Mode, this little beauty will not be going stale anytime soon.

Admittedly, the *Street Fighter* franchise may be getting relatively long in the tooth, but if it plays as good as it looks – and judging by the truly excellent *Marvel Vs Capcom* there's no reason why it won't – beat-'em-up fans are in for a real treat. Look out for *Street Fighter Alpha 3* in the shops early in 2000 – until then you can play the arcade version! *

[1] The big boys of beat-'em-up are back! [2] All the trademark special moves are in this excellent game.



Marvel Vs Capcom

UK release >25.12.99

This class action fighting game has 22 characters to select, 10 from the *Capcom* vaults and 12 from *Marvel's* pages.

You will have to be a true videogame fanatic to recognise some of the *Capcom* rabble though – there's Ryu,

Chun-Li and Zangief from *Street Fighter*, then Rockman (or Megaman as we know him over here), the knight from the *Ghosts 'N Goblins* games, and Strider (remember him?). The *Marvel* gang includes Captain America, The Hulk, Spider-Man, Venom and the claw clad Wolverine. The game is fast, frantic and really smooth with no visible slow down even when some of these super-powered moves are being pulled off. If you love *Capcom's* arcade classics, then you'll get a real kick out of this! *

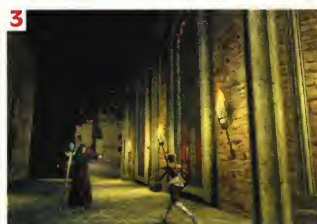


Rival Schools 2

Also
coming
from
Capcom

forecast.

KONAMI



[1] Konami certainly know what they're doing when it comes to creating horrific creatures – nice hair! [2] Whatever you do – don't look back, just keep running! [3-5] Other consoles have these graphics as Full Motion Video – Dreamcast has them in-game!

Castlevania

UK release > £25.12.99
Konami's 12th Castlevania game – now that's what we call a successful franchise – will appear on Dreamcast, and could well be released in time for the console's UK launch in September. The plot of the game details the return of arch-vampire Dracula (yet again) through a portal opened by the Countess of Castlevania. It's down to the Belmont clan (yet again) to kick undead butt and ensure that Dracula is banished from the realm of the living (yet again). Dreamcast

Castlevania will undoubtedly be a 3D action extravaganza, similar in style to the recent Nintendo 64 version. However, Konami has yet to release any solid information other than the fact that the game is well into development. ♦



Air Force Delta

Also coming from Konami



INTERPLAY

MDK 2

UK release > £23.9.99

If you like your games to be a mix of weird and wacky fun with hard-boiled action, then BioWare's forthcoming MDK 2 should be right up your wind tunnel. Picking up where the original MDK left off, gamers will be given the chance to again take on the role of freedom-fighter Kurt and fight the evil Streamriding aliens. The screenshots certainly retain that technicolour MDK feel, but this time the game has the added benefit of the Dreamcast's technically superior hardware behind it. ♦

[1] MDK was truly original – MDK 2 continues the trend. [2] Only 30% complete, the game is looking good!



Rayman 2: The Great Escape

UK release > £25.12.99
This is the sequel to the highly successful 32-bit Rayman adventure that went on to sell a record breaking 4.2 million games around the world. Whereas the original game set new heights in 2D platform gaming, the sequel is set to do the same in the 3D game world. The graphics used in the 45 areas to explore are



[1] Following a similar style to Nintendo 64 games like Banjo-Kazooie and Donkey Kong 64, Rayman 2 is a well crafted adventure. [2] He may not have any arms or legs, but he's certainly got what it takes when the monsters attack!





UBISOFT



[3] Ubi Soft's artists have a unique graphic style. They never give their characters any limbs! [4] Rayman 2 is a game that will appeal to players with all abilities - it's got puzzles for everyone and the enemies toughen up the further you venture into the game.

simply astounding with gushing water falls, lush vegetation and deep depths of ocean. Rayman's movements are perfectly animated too, and he's a breeze to control. From swimming to jumping, dodging enemies to swinging from vines - it takes next to no time to master the moves needed to get Rayman around the game. Some of his moves are highly original too - how many other videogame characters can fly around using their hair as a helicopter? 🍄



Racing Simulation: Monaco Grand Prix

UK release > 23.9.99

Ubi Soft have already released their latest racing game on all the major videogame formats but this is a new and improved *Monaco Grand Prix* with exclusive music tracks, new cinematic sequences and 11 opponents in a special head-to-head mode. The weather, lighting and smoke effects incorporated into the game really do give Monaco the pole position among the many racing games released on Dreamcast. Of course, the 15 customisable cars will also attract race fans, but it's going to be the thrill of the race and the handling of these cars that will keep fans playing. Can Monaco Grand Prix keep the revs high enough to give Ubi Soft a winner? We'll have to wait and see! 🍄



[1] Ubi Soft are updating Monaco Grand Prix for its UK release. [2-5] You not only get to race around in Formula 1 cars, there's the option to choose cars from all eras.

UBISOFT

Redline Racer

UK release > 25.12.99

Another racing title, but this time on motorbikes. *Redline Racer* gives you the choice of eight bikes, 12 tracks and a bunch of customisation options that hope to do what *Manx TT* did for the Sega Saturn. Whether

the game will succeed or not will depend on how far developers, Criterion, can enhance the game from the PC CD-ROM version they've been working on in tandem. There's one thing they have achieved already though - it's fast! As you zip through the narrow canyons and

down the long straights you really do get a sense of speed, and crashing while travelling this fast results in some spectacular sights. This is another driving game that could go far - how far will be decided when it's released in September. 🍄



UBISOFT

[1] Someone put a stick in the spokes! [2] The scenery and backdrops are beautiful. [3] Coming directly from the PC, *Redline Racer* has all the looks and feel of a high-end PC game.

Speed Devils

UK release > 25.12.99

While Sega have been championing their own *M-SR* and *Sega Rally 2* driving games, Ubi Soft have been silently working on *Speed Devils* which takes the arcade-style driving theme and pokes the arcade giants, Sega, in the eye with a big stick! This really is a fun, thrilling racer with graphics that wouldn't look out of place at your local arcade. The cars are detailed and manoeuvrable and can be raced from multiple viewpoints, the close-up being the best for sheer arcade quality. The tracks are wide and open, with sweeping curves and intricate twists and turns - and you can really drive anywhere! In fact it's in taking shortcuts through barns, over crates and down alleyways that you will beat the pack of computer controlled competitors.

UBISOFT

The tracks in *Speed Devils* follow the usual pattern of dusty, snow, city and all those run-of-the-mill terrain types that are essential in any non-F1 driving game, but fortunately you don't get the feeling that you've played it all before. Ubi Soft have managed to retain a sense of originality and it's this that is going to push *Speed Devils* to the forefront of driving on the Dreamcast and keep it one car's length ahead of the also-rans! 🍄

[1] Dreamcast can perform excellent lighting effects with ease. [2-4] Cars so good you feel like you could jump in and take them for a spin!



forecast.

ACCOLADE



Test Drive 6

UK release > <25.12.99
Having made its debut on the PlayStation, Accolade have now announced the release of *Test Drive 6* for the Dreamcast – and it's going to be a far superior version to the Sony effort! The game is packed full of 30 new tracks based all around the world, there are 40 licensed vehicles that come in a variety of colours and each of these has realistic car physics to give the perfect drive. The developers have been working on a new track creation system for *Test Drive 6*. They've called it RIDE – Revolutionary Interactive Driving Environments, this basically means that each track has breakable objects, unpredictable obstacles and a splattering of cool shortcuts to catch your competitors out with. 🍀



Slave Zero

UK release > <25.12.99
Slave Zero is a bizarre looking creature on a massive scale – he dwarves all the cars and buildings in each cityscape level. *Slave Zero* is also armed to the teeth with a sexy collection of weapons too and the explosions these create on the Dreamcast have to be seen to be believed!

There's certainly a high level of detail in the graphics – as the lead character stands still you can see him breathing and twitching with anticipation for the action up ahead. The cities are alive too – people flee for their lives, cars hover and land and advertising boards flicker as you blast through each level. The interesting thing about the game is that on the PC up to 16 players can fight against each other over the internet. Hopefully Accolade will incorporate a similar feature into the Dreamcast release. 🍀

[1] Mechanoids are 'in!' There are lots of games coming up where you can play around with large robots – cool!

ACCOLADE



Mortal Kombat Gold

NFL Blitz 2000

ALSO
COMING
MIDWAY

MIDWAY



[1] Super-fast powerboats really go like the clappers! [2] Forget wheels – water is more fun!

Hydro Thunder

UK release > <25.12.99

It's not all car racing games you know – Midway have come up with a superbly fast powerboat game that's so smooth you could slip off it! Obviously the graphics are truly outstanding – this is on the Dreamcast but they've really put some thought into the gameplay too. Instead of simply racing around courses, you must pick up keys as you go. 🍀



MIDWAY

Ready 2 Rumble

UK release > <25.12.99

This is a really eye-catching boxing game – the facial expressions on the boxers and the referee are hilarious and amazing at the same time! It's got traditional boxing gameplay, but with a few twists and turns. As you punch a RUMBLE meter builds up in the corner of the screen – when full you can deliver an Earth shattering KO! Even the crowd looks good – no repetitive background graphics here! 🍀

[1] The crowd noise, music and effects really create an exciting atmosphere. [2] It's a knockout!



FOX INTERACTIVE

Croc 2

UK release > <25.12.99

Having enjoyed some success on the PlayStation, Fox Interactive are ready to launch one of their cuter heroes onto Dreamcast. Croc is a small crocodile with a cheesy grin and a large jump – in true platform game tradition. He inhabits a world full of little fluffy creatures called the Gobbos, in fact his homeland is called Gobbo Island! Each of the five worlds in *Croc 2* is themed, with the Gobbos wearing different costumes in each. There's a Wild West world, for example, where the cute fellas are dressed up as cowboys and Indians, along with sheriff and undertaker Gobbos! They are large worlds too, with 10 levels in each – and have a similar feel to one of the greatest Nintendo 64 games, *Banjo-Kazooie*.

Croc 2 has just been released on PlayStation to much critical acclaim. The Dreamcast version boasts higher resolution graphics and improved sound so should be a real ring-dinger of a game! 🍀



[1] Already released on PlayStation, *Croc 2* is a traditional platform game in every way. [2] Water, ice, snow, fire – there're all here! [3] Battle the pirates by bouncing on their heads!



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